

"Wake Up"  
1025-166  
FINAL BOARD

Date 10/08/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 10/08/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Andy Ristaino  
& Cole Sanchez

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# ADVENTURE TIME



Page 1  
A NEXT  
day night

Sc.	Pnl.	Bg.	day	night
<p style="text-align: center;">WAKE UP BY ANDY AND COLÉ</p>				

Sc.	Pnl.	A	Bg.

<p>Dialog:</p> <p style="text-align: center;">Start</p>	<p>* All objects w/ very slow Rotate</p> <p>* Foreground object very slow Drift pan (B to L)</p> <p>* Cube Holds NO MOVEMENT.</p>
<p>Action:</p>	<p>NOV 04 2012</p>
<p>Timing:</p>	

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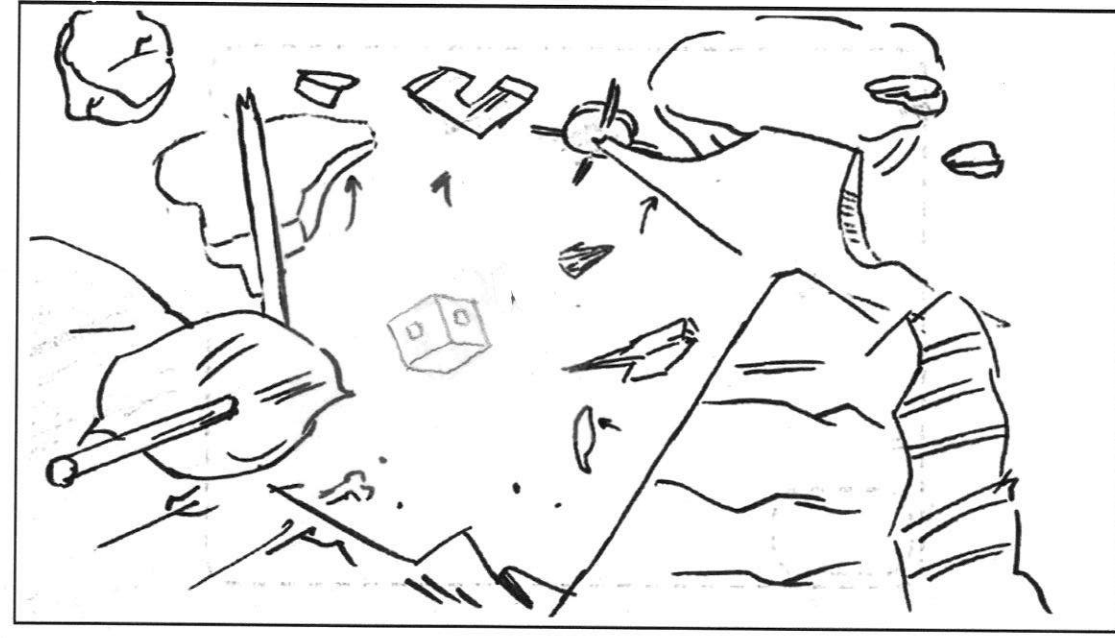


Sc. 1 *CONT*

Pnl. B

Bg.

day night

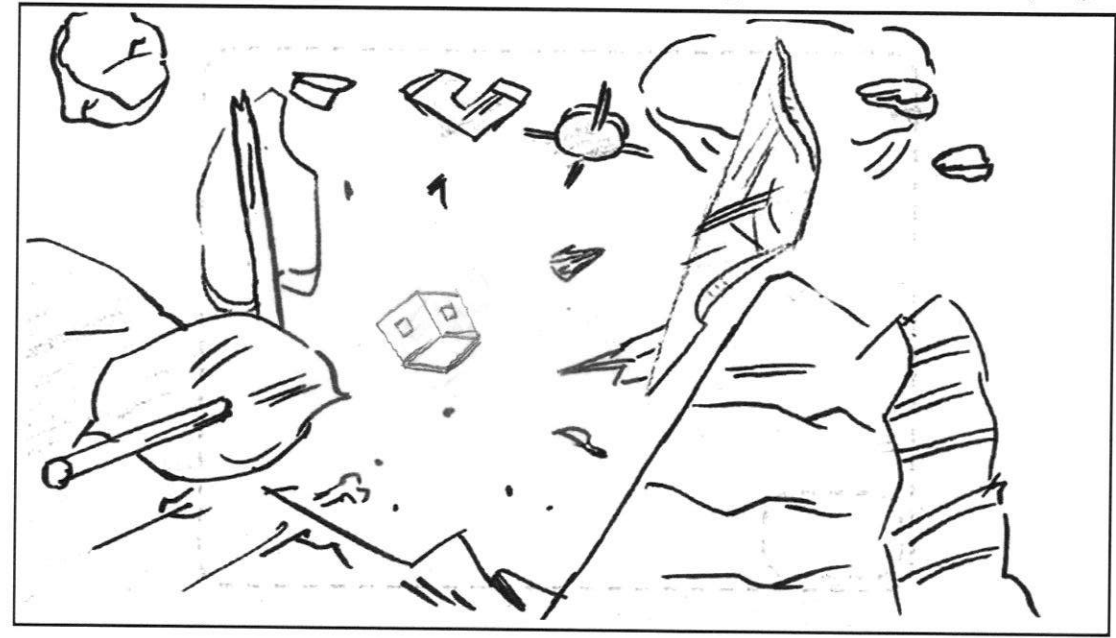


Sc. 1 *CONT*

Pnl. C

Bg.

Page <sup>1A</sup>  
*2 NEXT*  
day night



*Cut*

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Dialog:

Action:

Timing:

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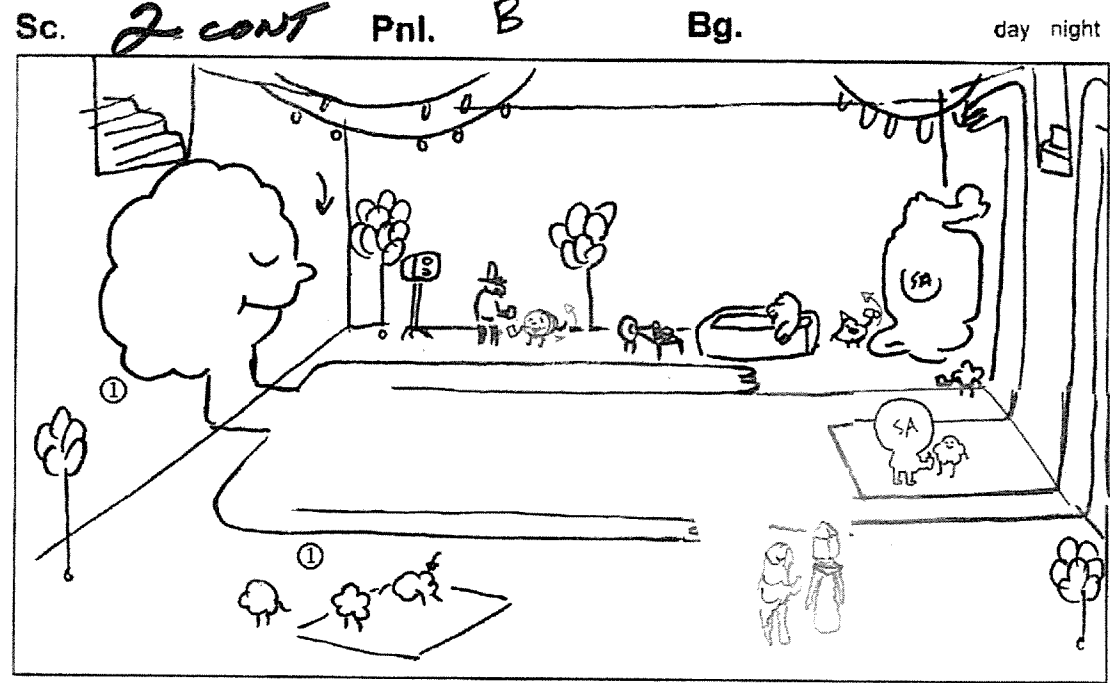
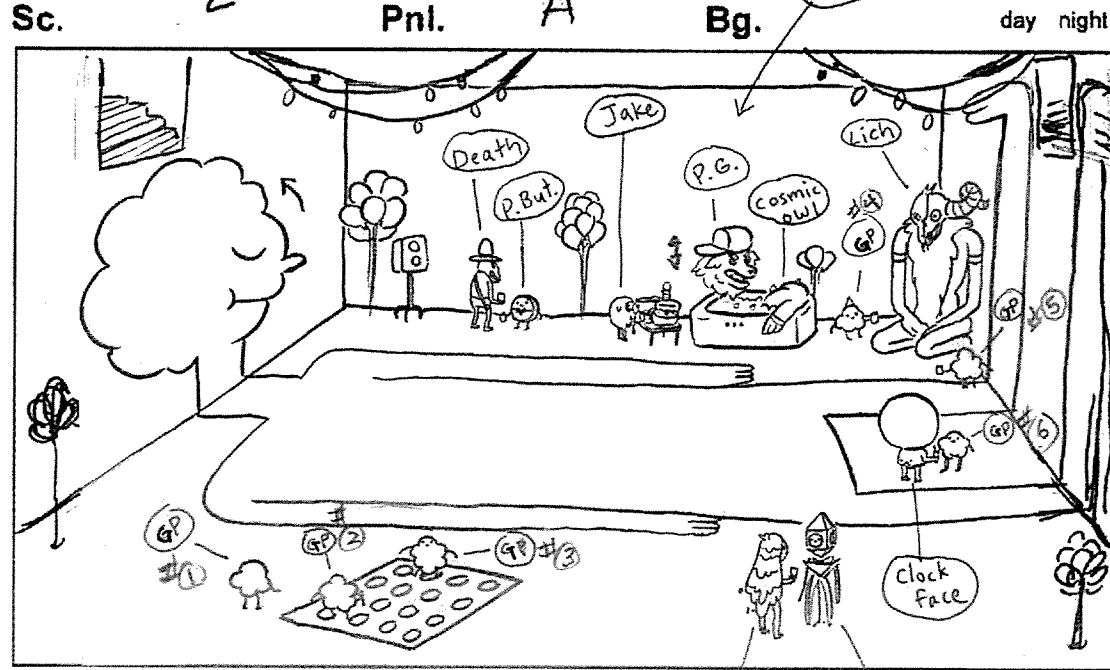
# ADVENTURE TIME



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NO  
5C3

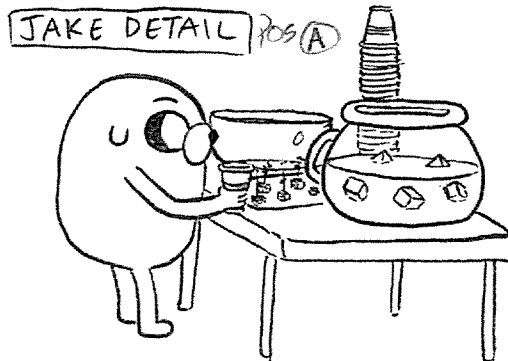
Page 2



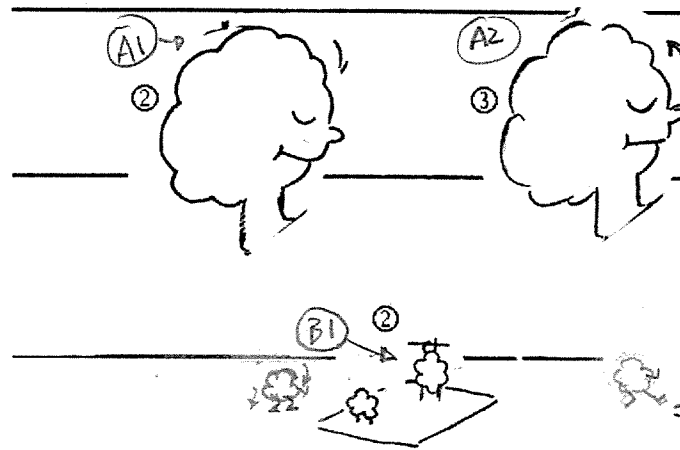
Dialog:

Action: - INT. TIME ROOM

Timing:

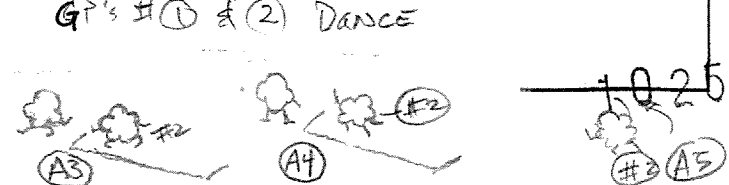


Water nymph #1  
Devise  
G.G.G.G.



- Gas person bends over on  
twister mat  
- people chatting w/ each other  
- PRISMO BOBS HIS HEAD.

GP's #1 & #2 Dance



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He  
cut

HO  
CUT

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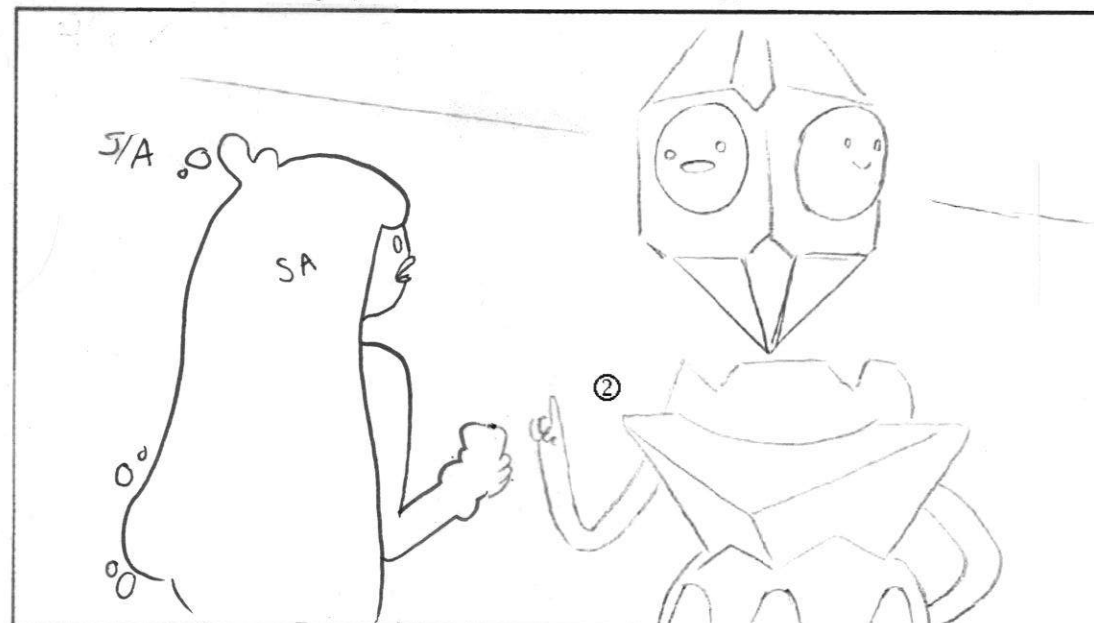


Page 3

Sc. 4 Pnl. A B



Sc. 4 cont Pnl. B Bg.



Dialog:

6666 - DENISE, WE HAVE CONCLUDED  
YOU ARE INTERESTING AND  
CONVENTIONALLY HOT WOMAN

6666 - MY SIBLINGS AND I  
WOULD LIKE TO REQUEST  
A DATE WITH YOU.

Action:

KEEP  
FIELDING  
S/A (B) panel

Timing:



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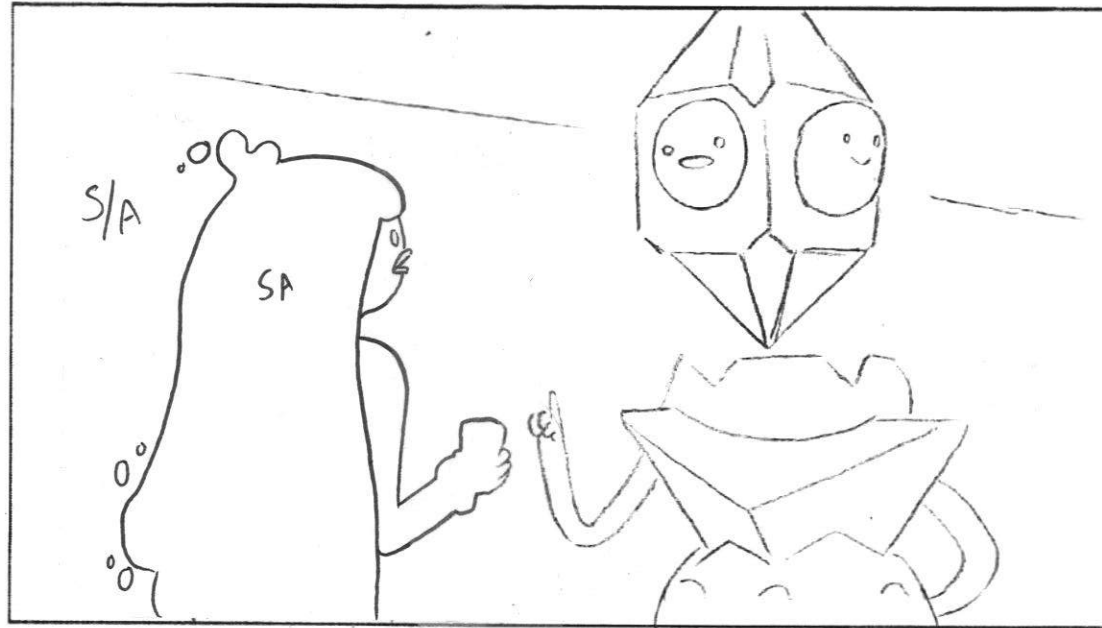
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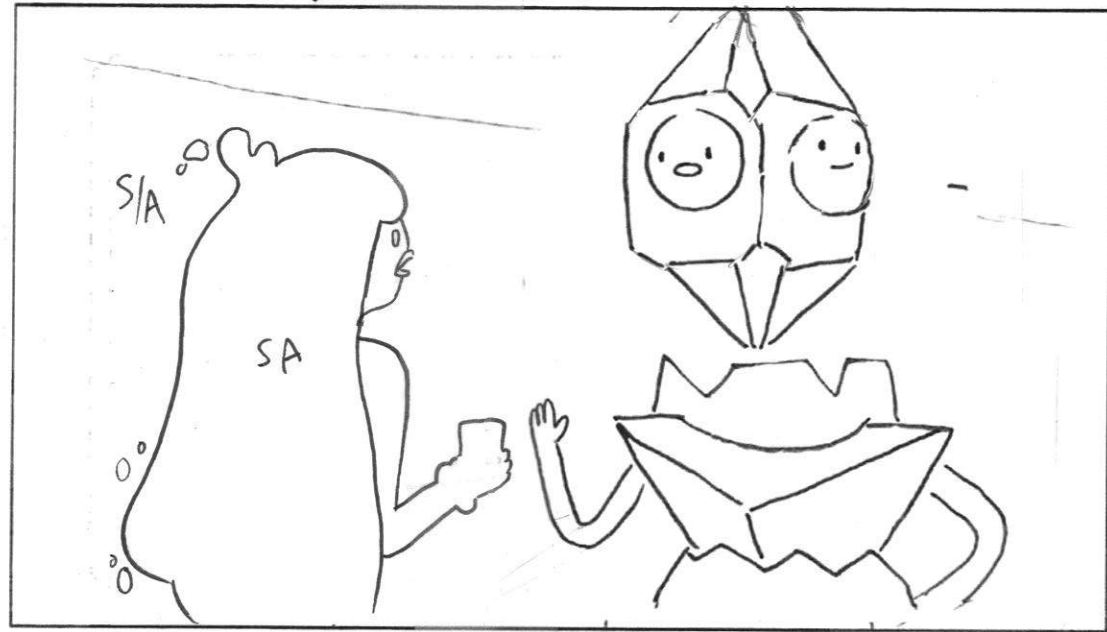


Page **4**  
**HA NEXT**  
 day night

Sc. **4 CONT** Pnl. **C** Bg. day night



Sc. **4 CONT** Pnl. **D** Bg.



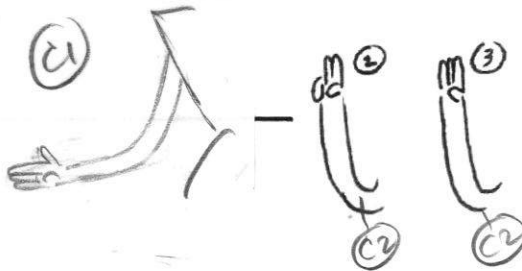
Dialog:

**6666 - ARE YOU AVAILABLE FOR a date with:**  
 (READ LIKE  
 A MACHINE,  
 I.E. MOVIE PHONE)  
 ① GUB ON, SATURDAY...  
 ② GUD ON, FRIDAY...  
 ③ GUB ON, THURSDAY...

④ OR GUB ON SUNDAY!

PLEASE SELECT YOUR  
 DATES NOW.

Action:



Timing:

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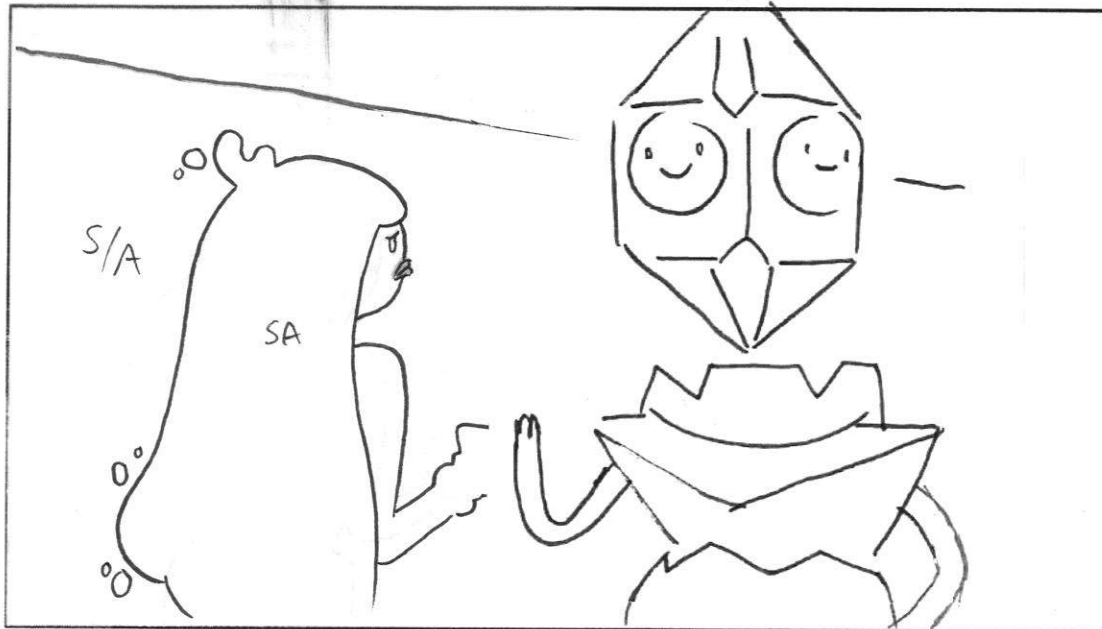
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# ADVENTURE TIME



Page 4 A  
5 NEXT  
 day night

Sc. 4 cont Pnl. E Bg. day night



Sc. Pnl. Bg.



Dialog:
Action: GIRL FROWNS
Timing:

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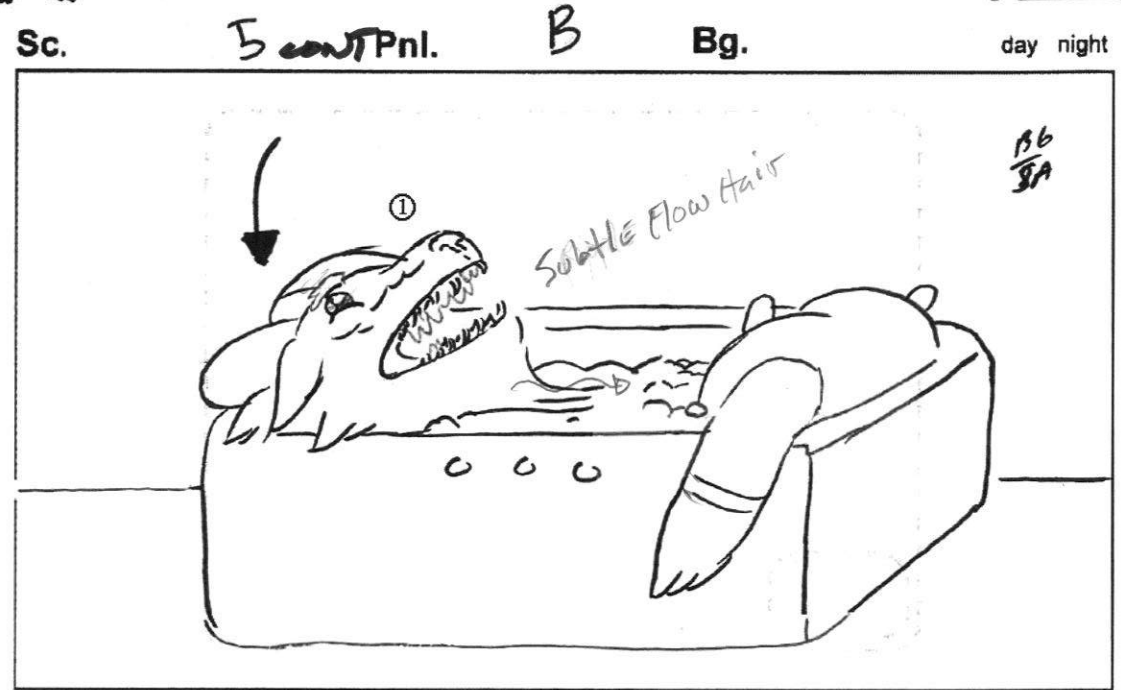
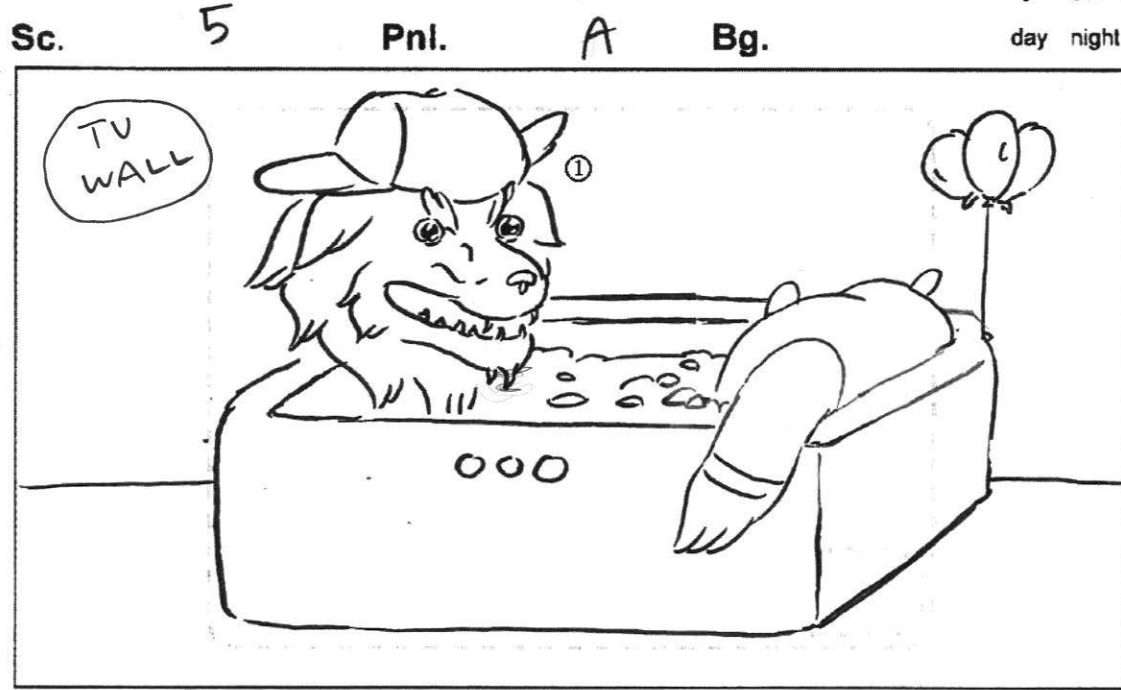
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# ADVENTURE TIME



Page 5  
day night



Dialog: NOV 04 2013

(P6) AAAAAA OOOO  
TH AAAAAAT'SSS NICCE  
EEE ...

Action: - PARTY GOD HOVERS ABOVE HOT TUB.  
- HOT TUB BUBBLES

Timing:



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Ho Cut

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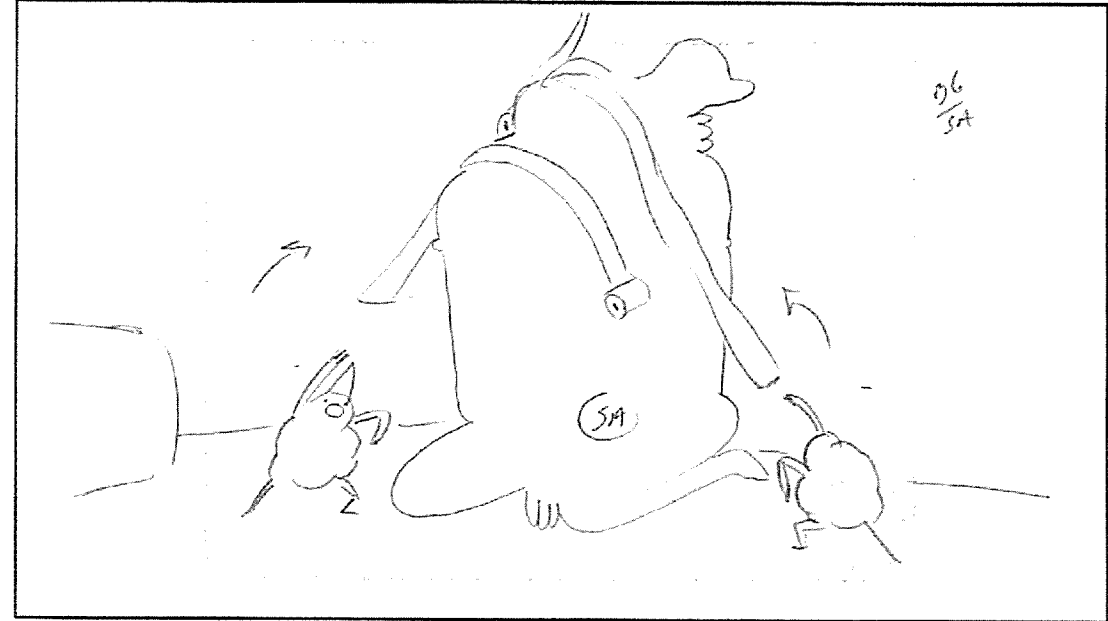
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Page 6

Sc. 6 Pnl. A Bg. day night



Sc. 6 cont Pnl. B Bg. day night



Dialog:

GP#6 EAT IT, LICH!!!

Action:

- GAS: PEOPLE HOLD TOILET PAPER.

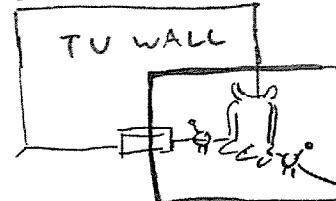
- CLOUD PEOPLE TOSS TP OVER THE LICH

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Timing:



LOCATION REF:



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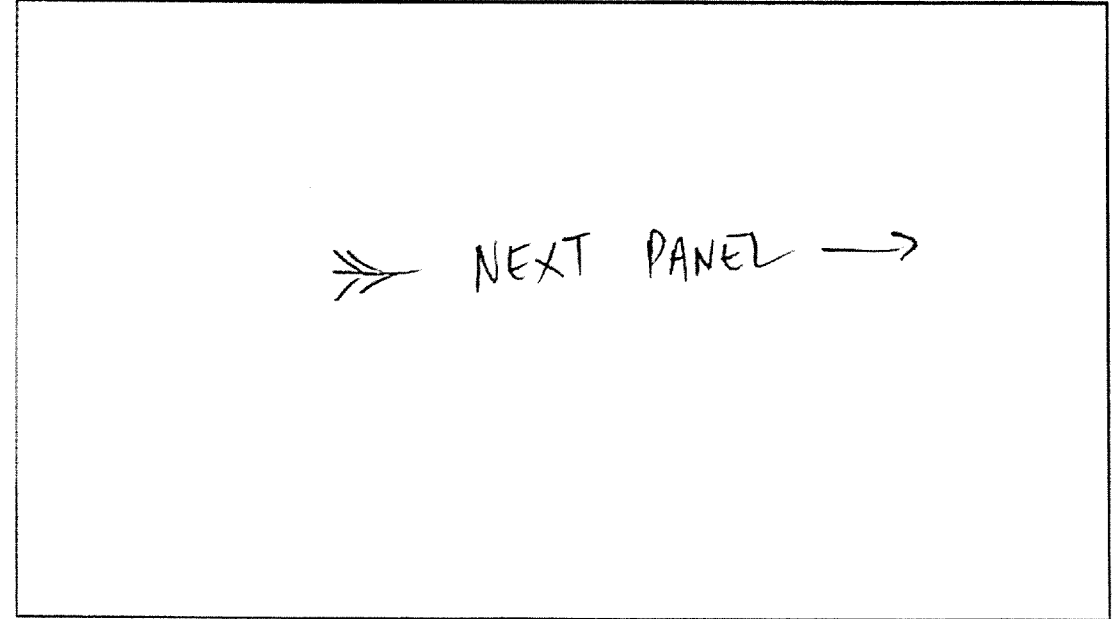
Cut

Page 7

Sc. *CONT* Pnl. *C* Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<i>GAS. People - WOOO!!!</i>
Action:	<i>- GAS PEOPLE PUMP FISTS.</i>
Timing:	

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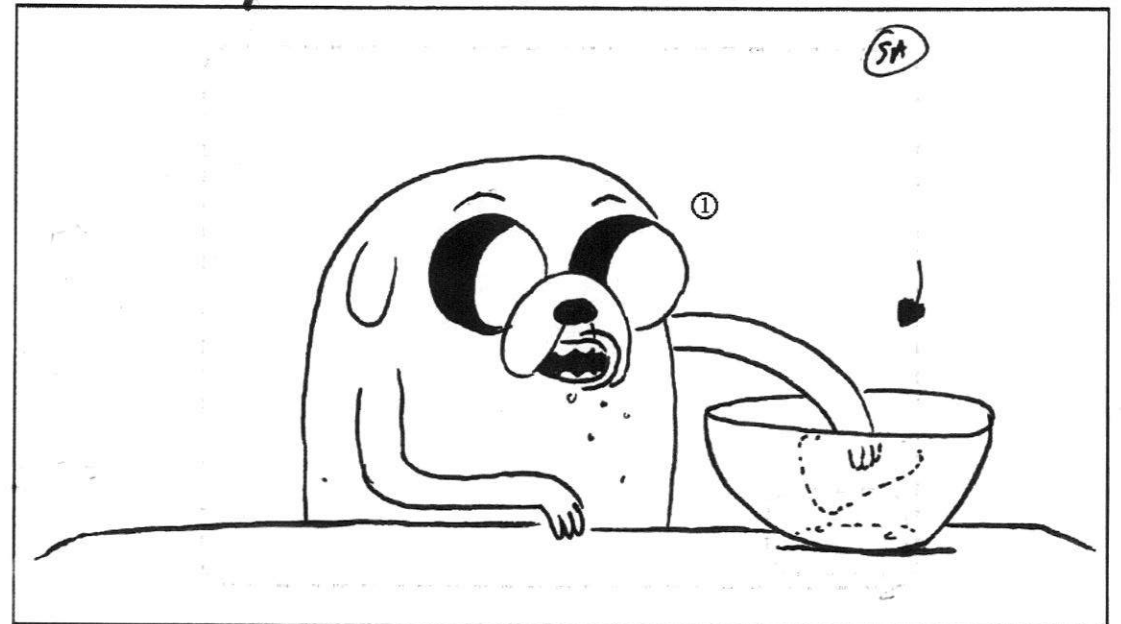


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Sc. 17 Pnl. A Bg. day night



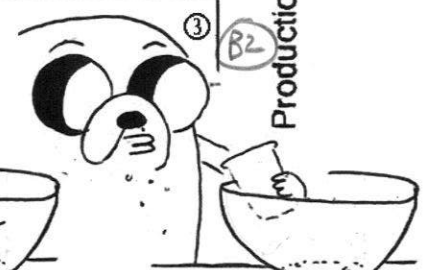
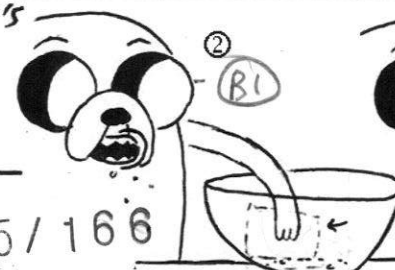
Sc. 7 cont Pnl. B Bg. day night



Dialog: ③ / (Chewing Noisily) ③

Action: < Jake scoops cup into bowl (Bowl is semi-transparent) >

Timing: DEATH MOVES HIS MOUTH LIKE HE'S TALKING TO PEP BUTLER.



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Sc. 7 CONT Pnl. C Bg. day night



Sc. 7 CONT Pnl. D Bg. day night



Dialog:

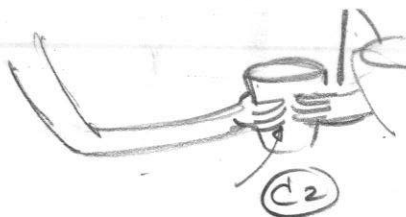
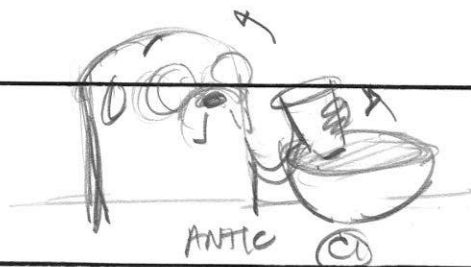
⑤ what?

⑤ NO MORE CRACKERS ...

Action:

(TIPS BOWL OVER)

Timing:



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# ADVENTURE TIME



HO  
CUT

Page 10  
10A NEXT  
day night

Sc.

1 cont Pnl.

E

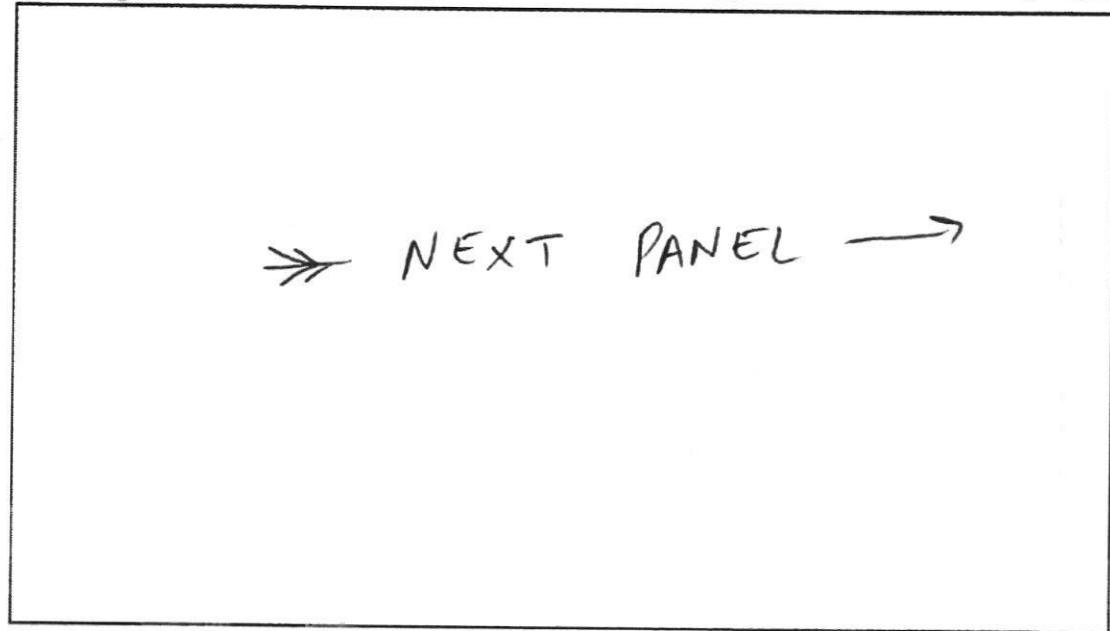
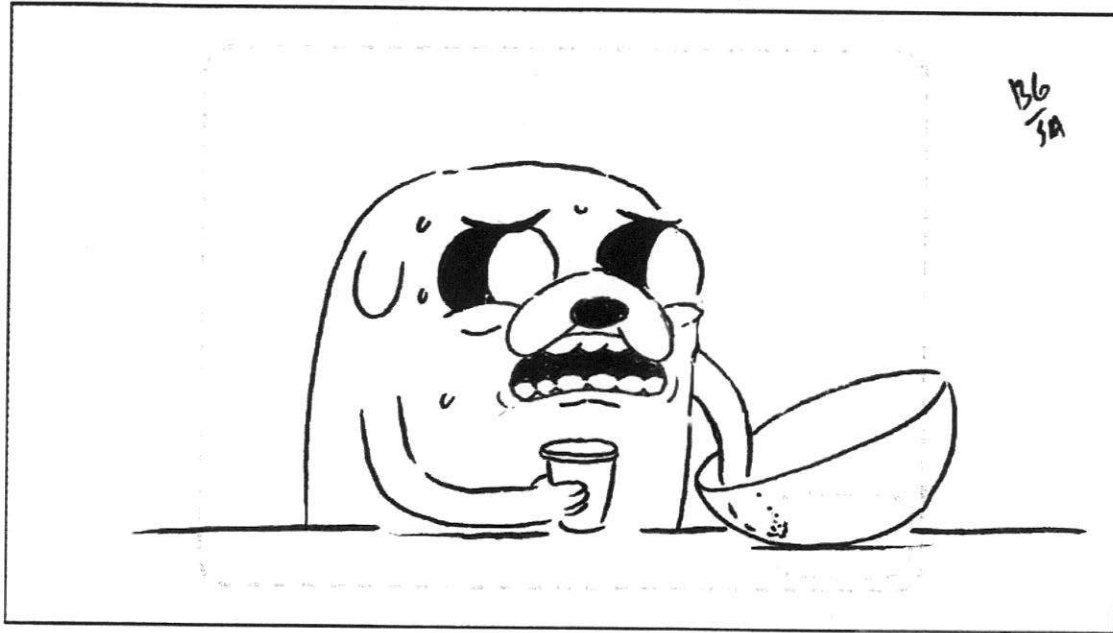
Bg.

day night

Sc.

Pnl.

Bg.



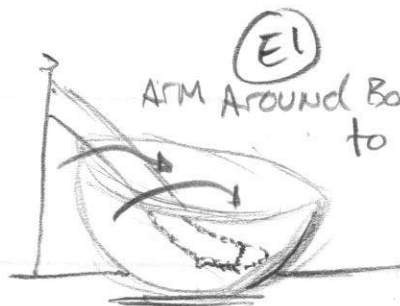
Dialog:

(5) EEEEEEEEEEE...

Action:

( Jake sweats )

Timing:



(E1)  
ARM AROUND BOWLS SIDE CAUSES it  
to Tip OTHER WAY.

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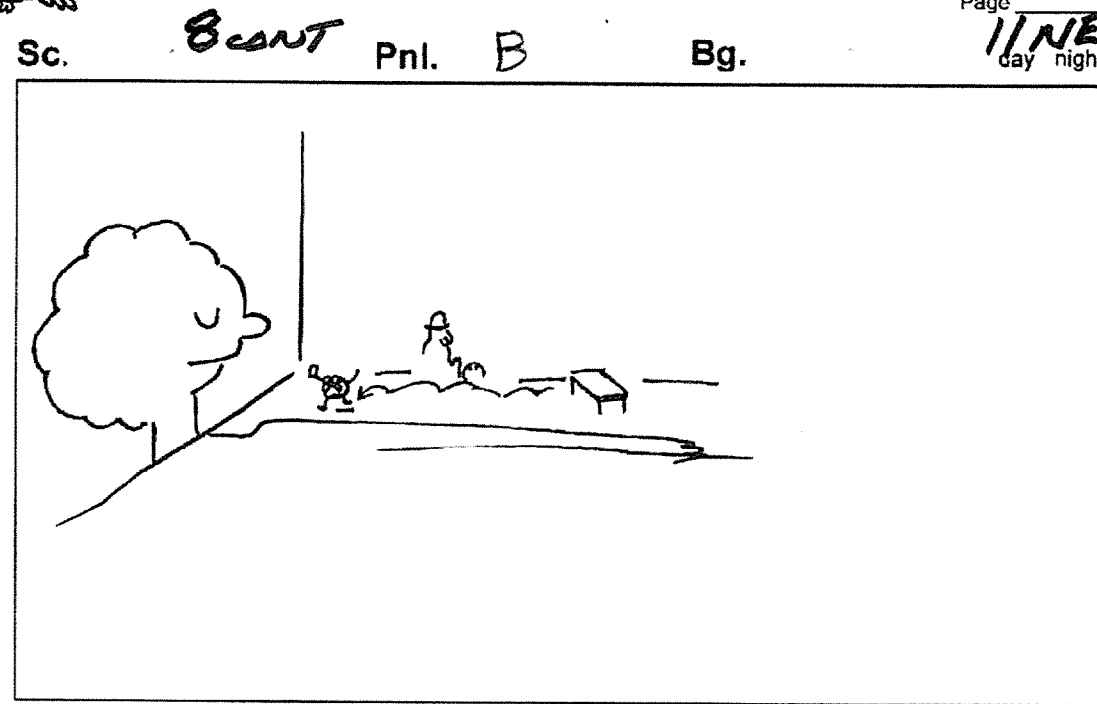
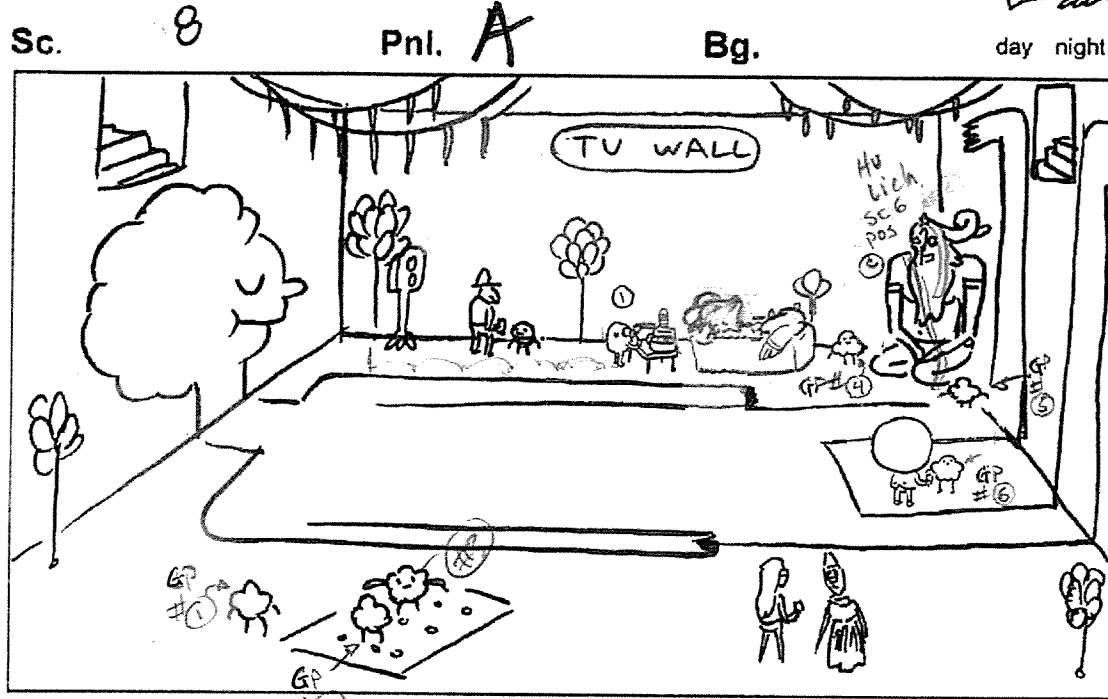
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Page 10A  
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day night



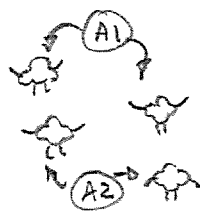
Dialog:

PRISMO!!!

PRISMO!!!

NOV 04 2013

Action:



GP #4/5  
WAVE  
ARMS

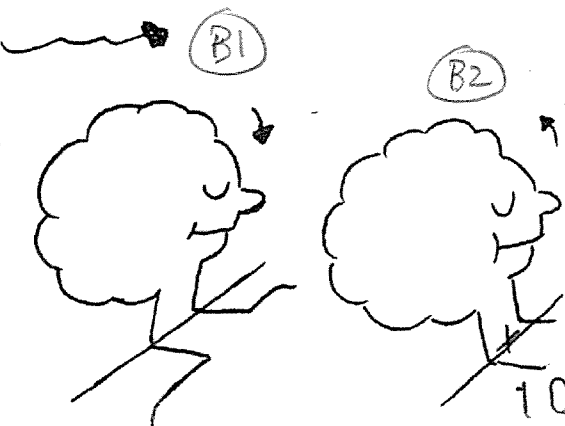
{ JAKE TURNS }  
{ PRISMO BOHS  
HEARD TO

-JAKE RUNS ACROSS ROOM  
(RUNS QUICK)

Timing:



A+B



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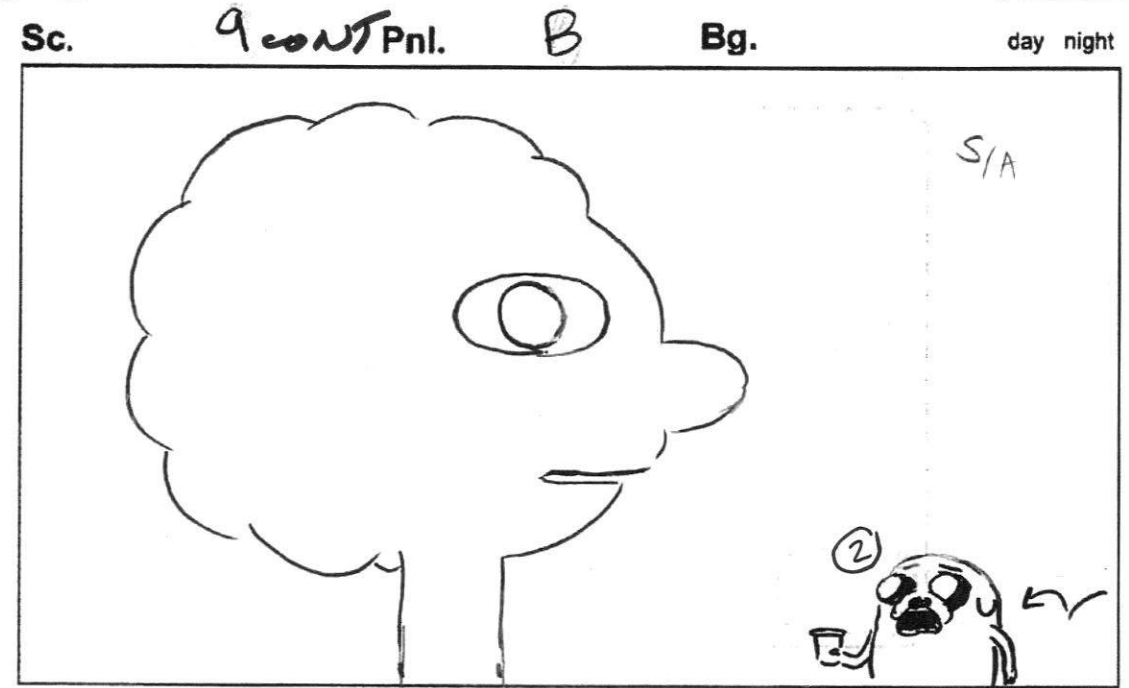
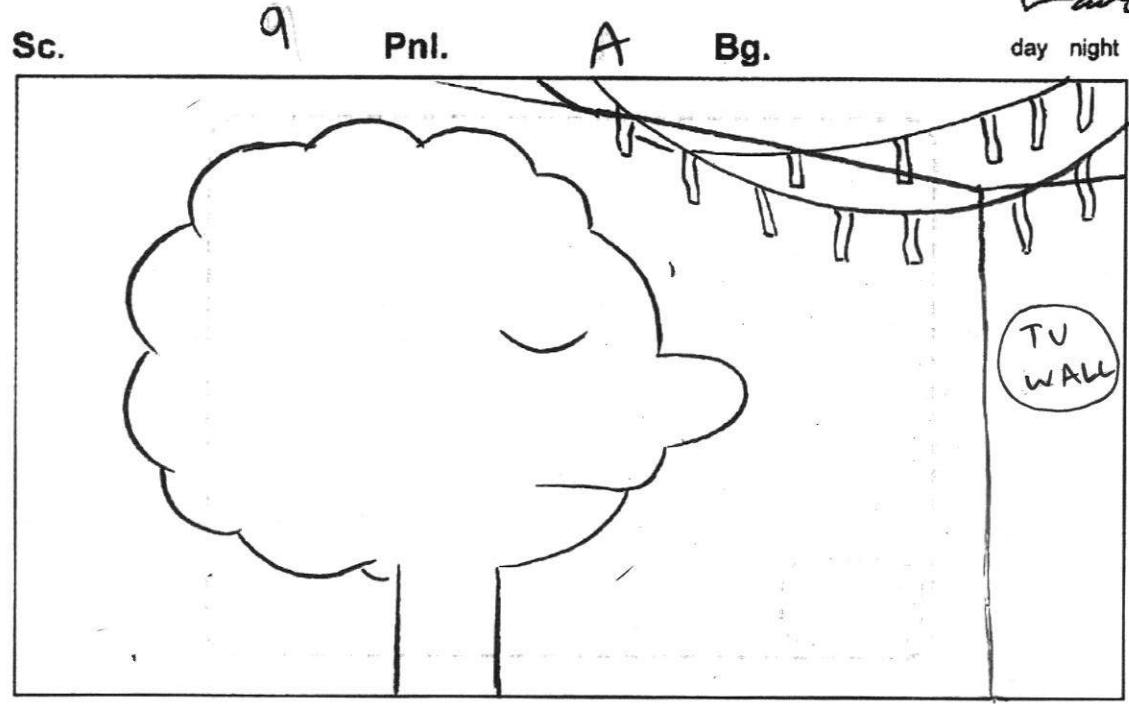
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He cut

# ADVENTURE TIME



Dialog:

cycle (A)/(AI)

(J) HEI MAN, HEY. HEY MAN.  
NOV 0 4 2013

Action:

(PRISMO bobbing head to music)

Timing:

-J. RUNS QW/S  
-PRISMO ORNS EYES.

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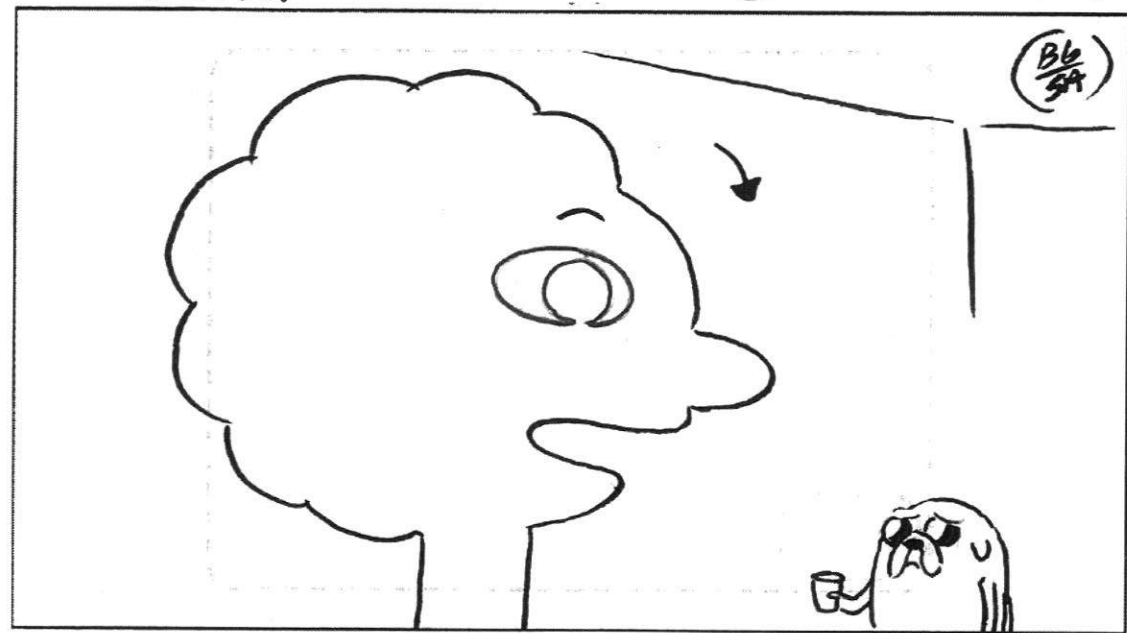
# ADVENTURE TIME



NOSC 10

Page 12

Sc. 9 CONT Pnl. C Bg. day night



Sc. Cut II Pnl. A Bg. day night



Dialog:	(P) Hey.	(J) BAD NEWS
Action:	-Prismo leans forward	
Timing:		

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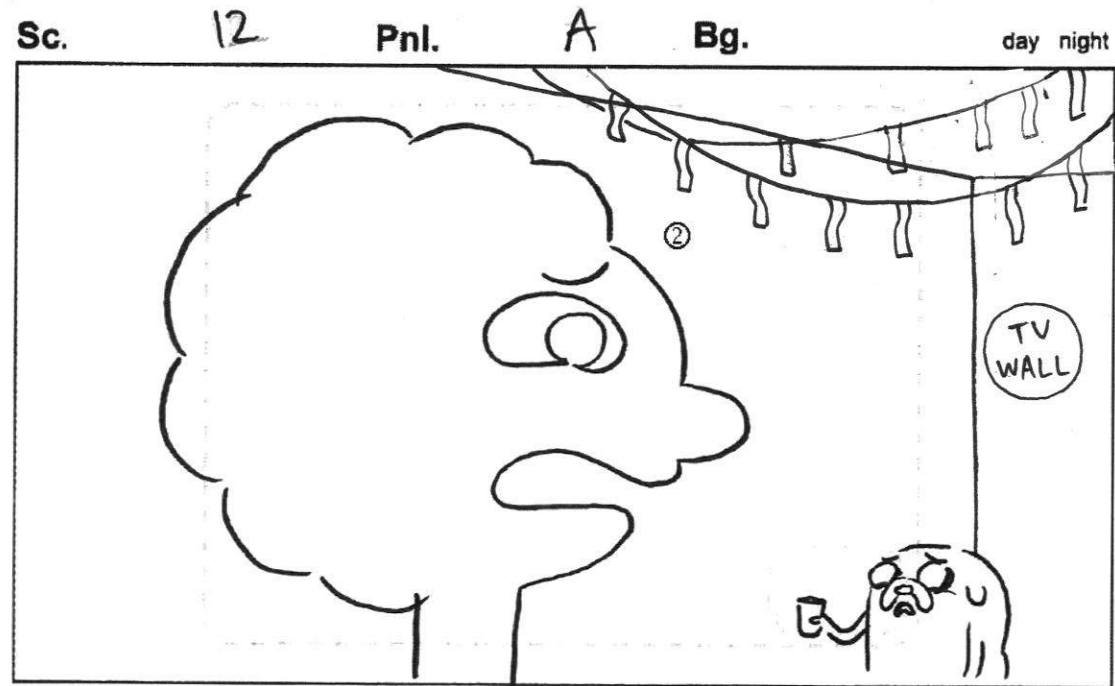
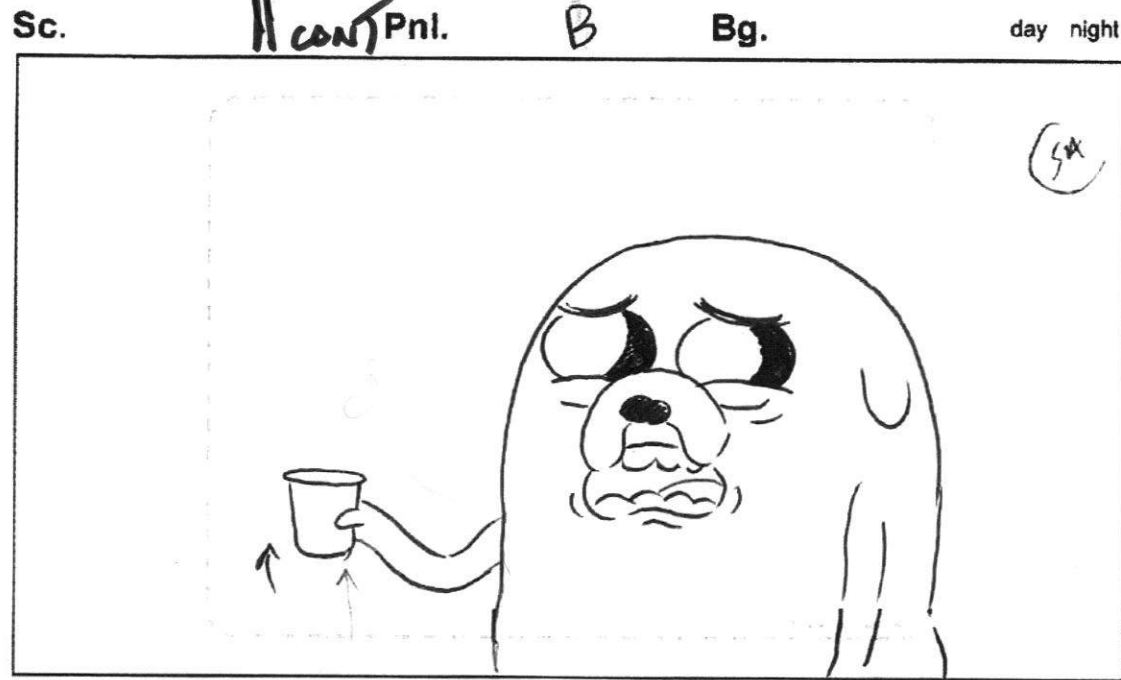
1025/166

# ADVENTURE TIME



Page 13

HU Cut



Dialog:	<p>⑤ You ran out of cheese crackers.</p>		<p>⑥ what, no.</p>	
Action:				
Timing:			<p>NOV 04 2013</p>	

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Ho  
Cut

# ADVENTURE TIME



Page 14

Sc. 13 Pnl. A Bg. day night



Sc. 13 CONT Pnl. B Bg. day night



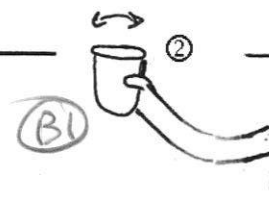
Dialog:

⑤ Yeah man,  
what are you going to do about it?

Action:

(Jake shakes cup)

Timing:



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Cut



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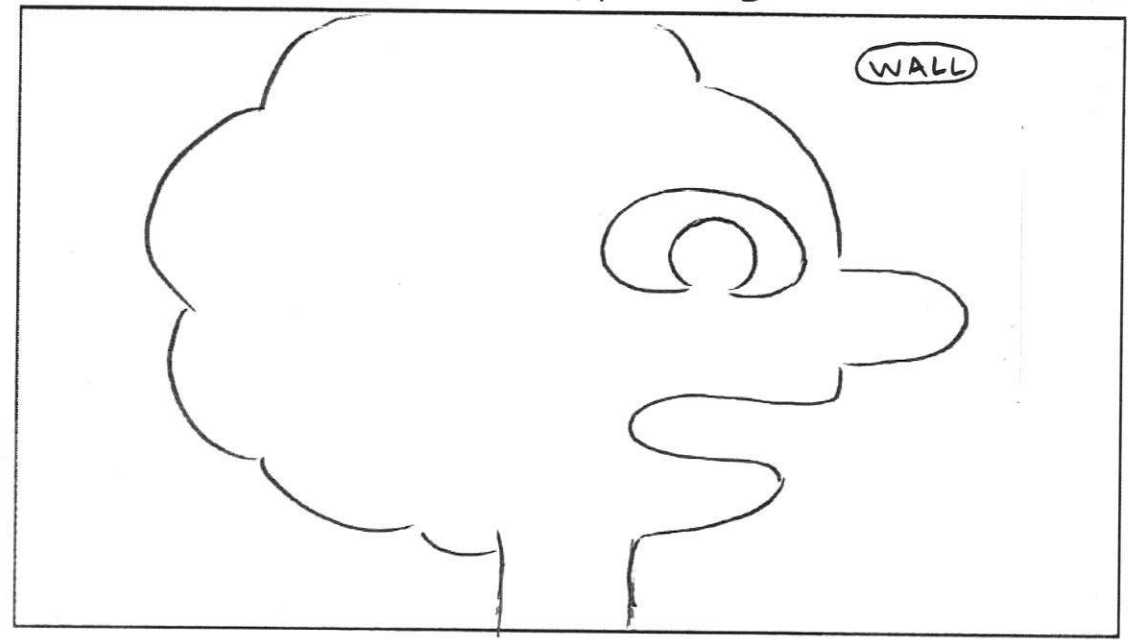
1025/166

Cut

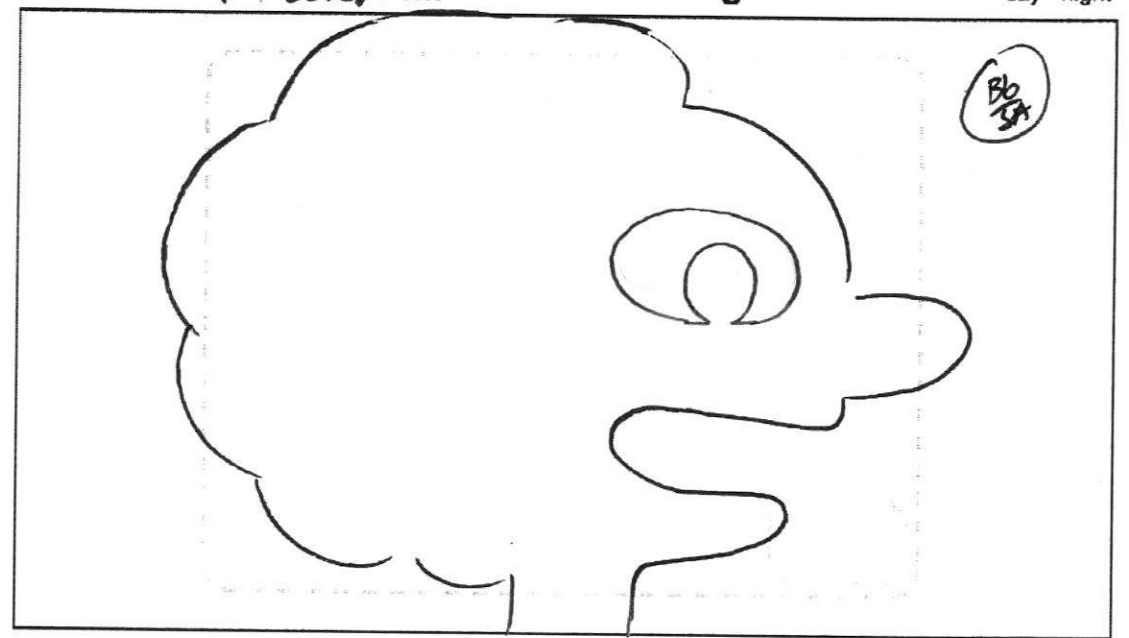
# ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 cont Pnl. B Bg. day night



Dialog:	(P) Jake ...	(P) I'm Prismo, the wishmaster, we can have all the cheesy crackers we want!
Action:		
Timing:		

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HC Cut

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Ho  
Cut

# ADVENTURE TIME



Sc.

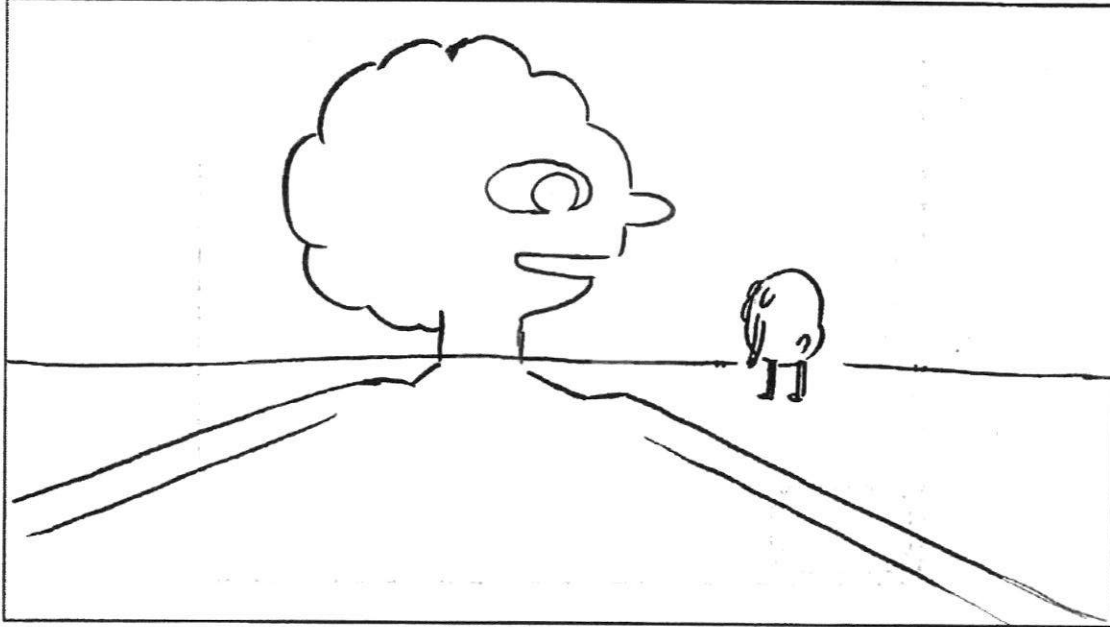
15

Pnl.

A

Bg.

day night



Sc.

15 cont

Pnl.

B

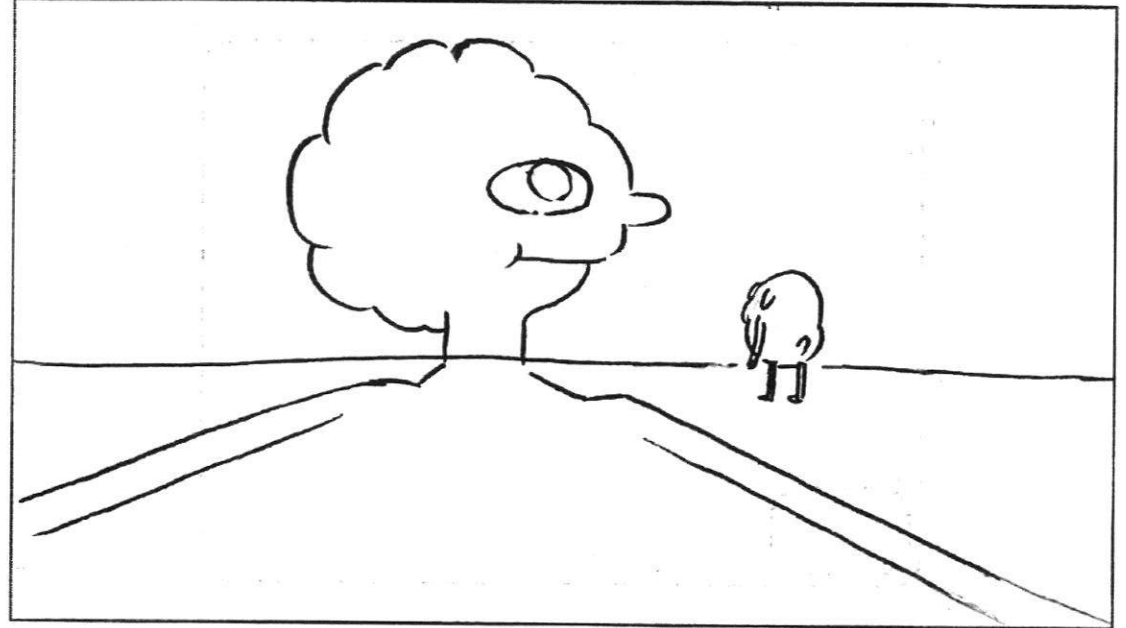
Bg.

Page

16

day night

16A NEXT



Dialog:

Action:

- PRISMA LOOKS UP. - . . . . .

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Timing:

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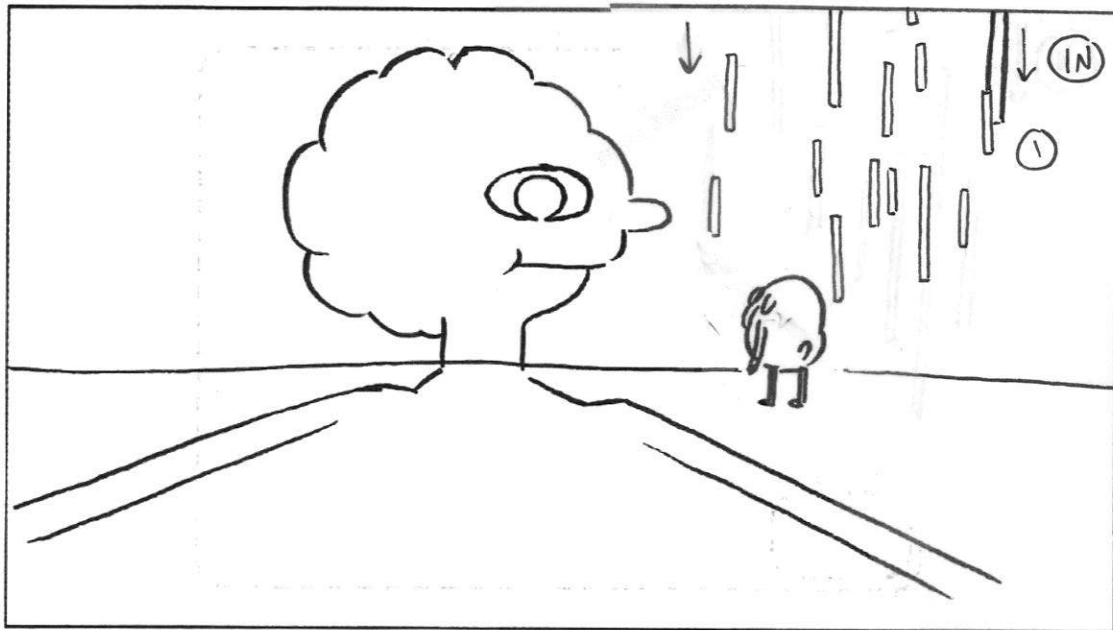


Sc.

15 cont Pnl. C

Bg.

day night



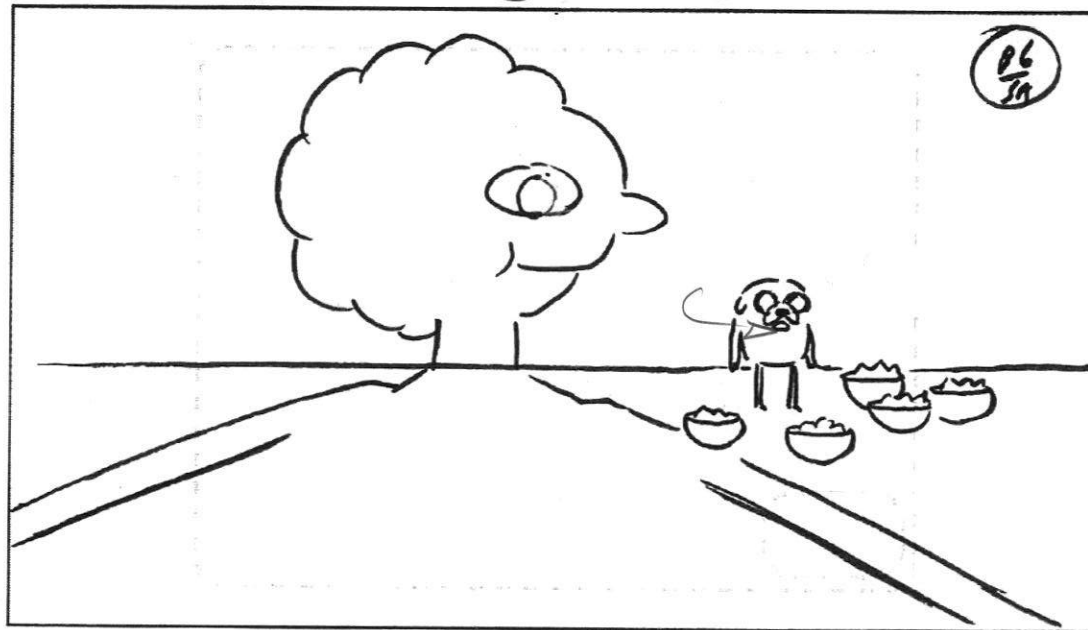
Sc.

15 cont Pnl. D

Bg.

Page

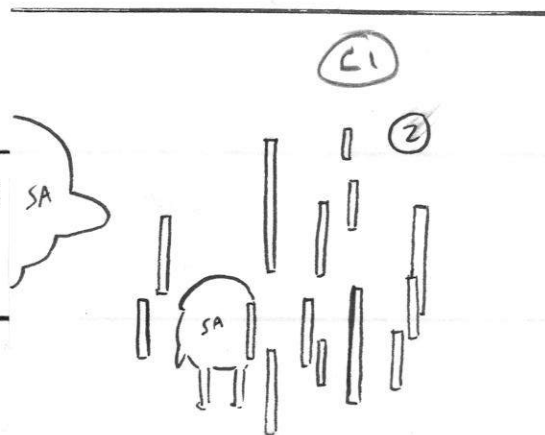
16A  
17 NEXT  
day night



Dialog:

Action: - LIGHT BEAMS  
O/S SA

Timing:



- Jake turns around

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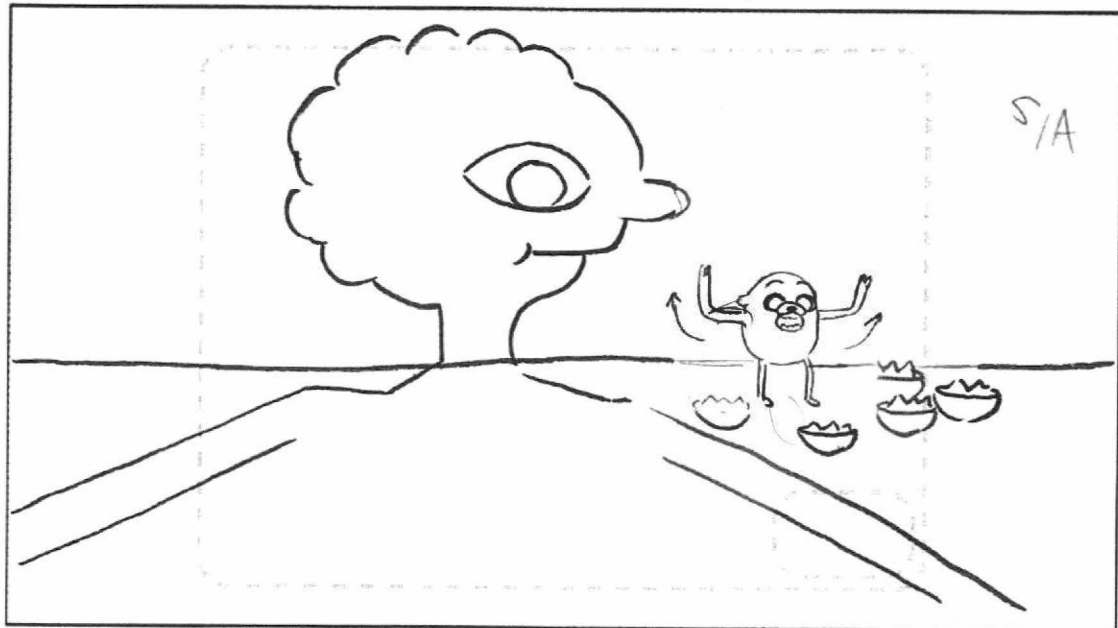
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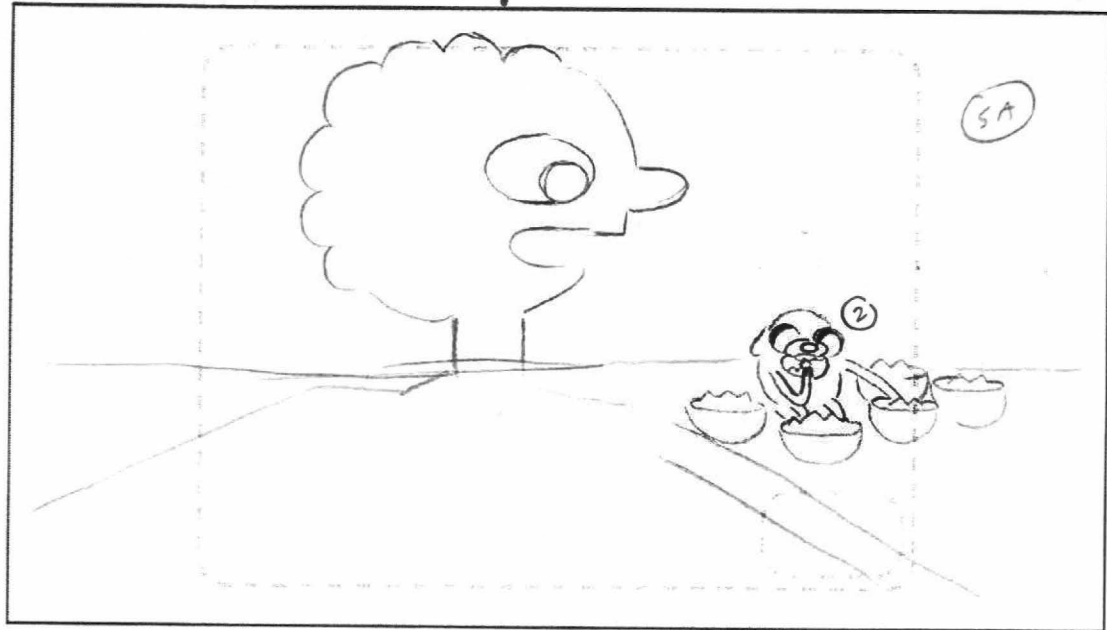
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Page 17

Sc. 15 cont Pnl. € Bg. day night



Sc. 15 cont Pnl. F Bg. day night



Dialog:

⑤ (EXCITED) Haha !!!

⑤ (Eating noises)

Action:



- Jake falls down on knees,  
shoves crackers in mouth  
cycle ->

Timing:

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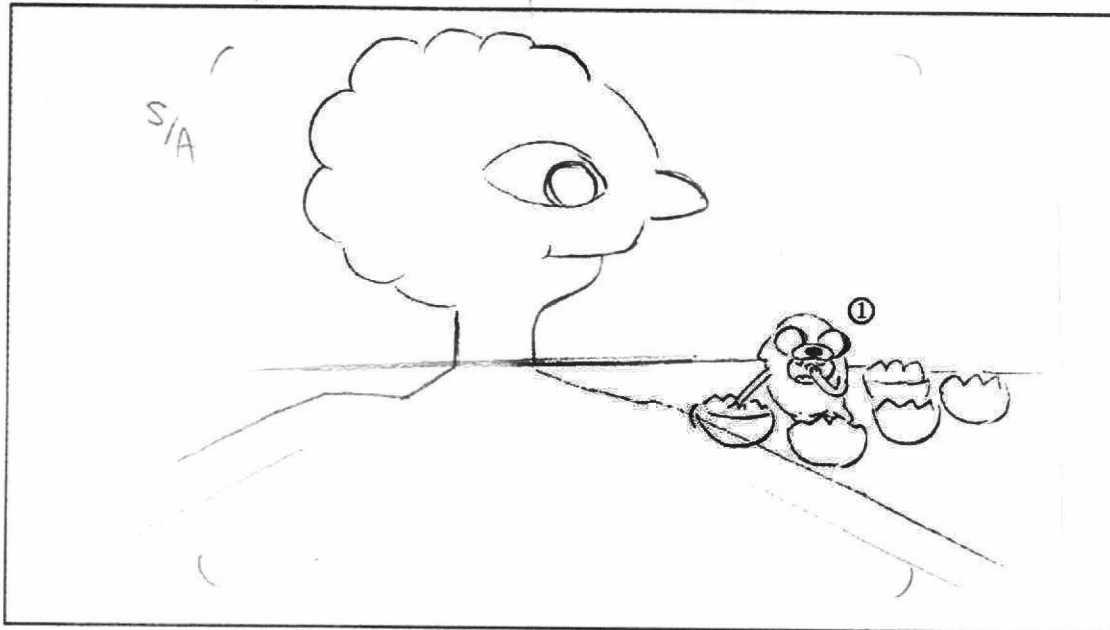
Page 18  
day night

Sc.

15 cont Pnl. G

Bg.

day night

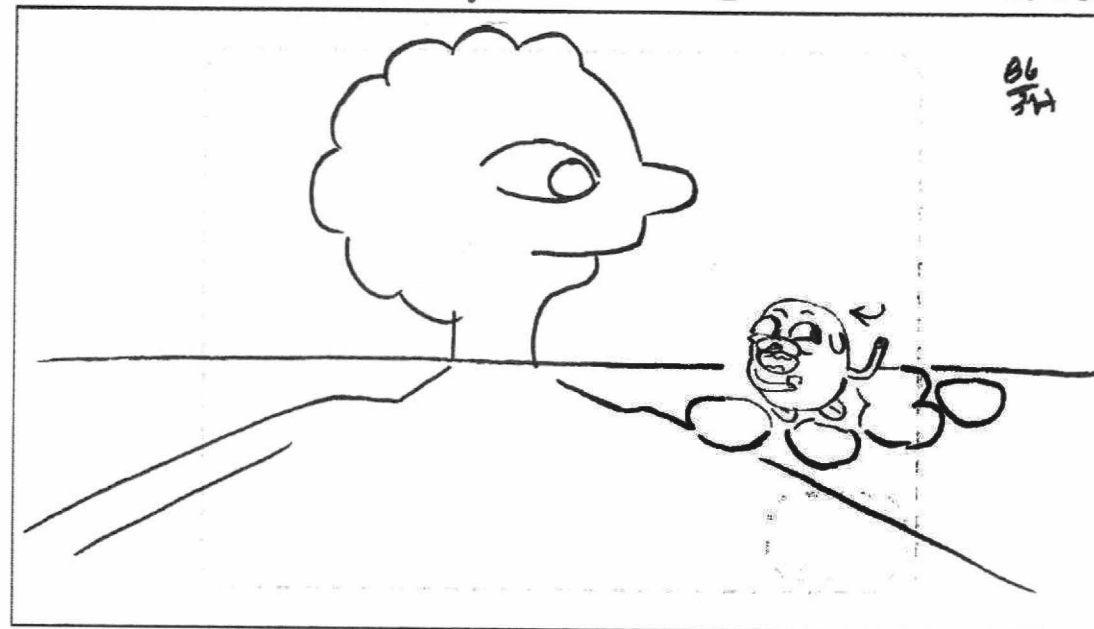


Sc.

15 cont Pnl. H

Bg.

day night



Dialog:

(Giddy)  
⑤ HAHA!

Action:

(Shoves crackers in mouth)  
≈ cycle

Timing:



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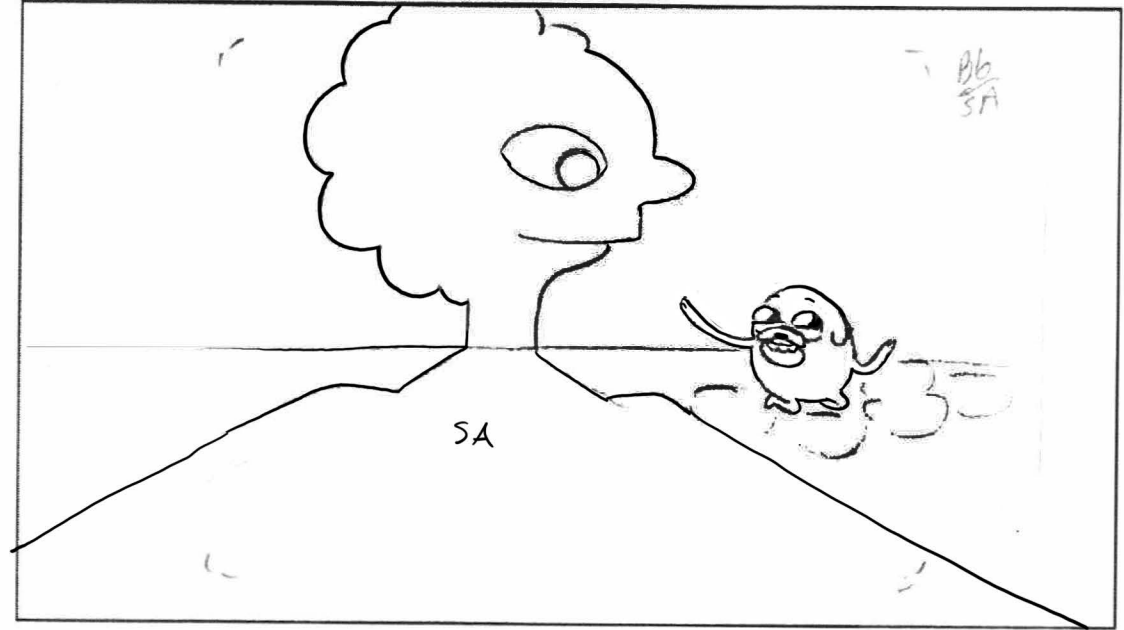
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Hu  
Cut

Sc. 15 CONT Pnl. I Bg. day night



Sc. 15 CONT Pnl. J Bg. day night



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Dialog:	<p>⑤ PRISMO -</p> <p>⑤ YOU MAKE ME HAPPY , PRISMO!</p>
Action:	
Timing:	NOV 04 2013

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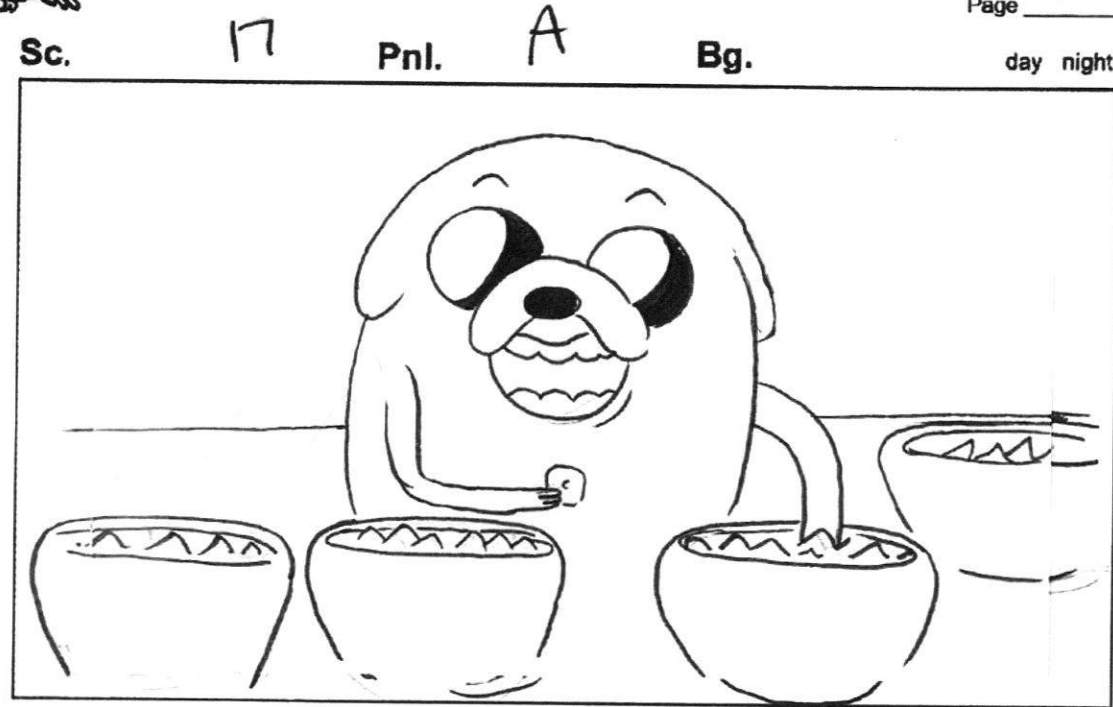
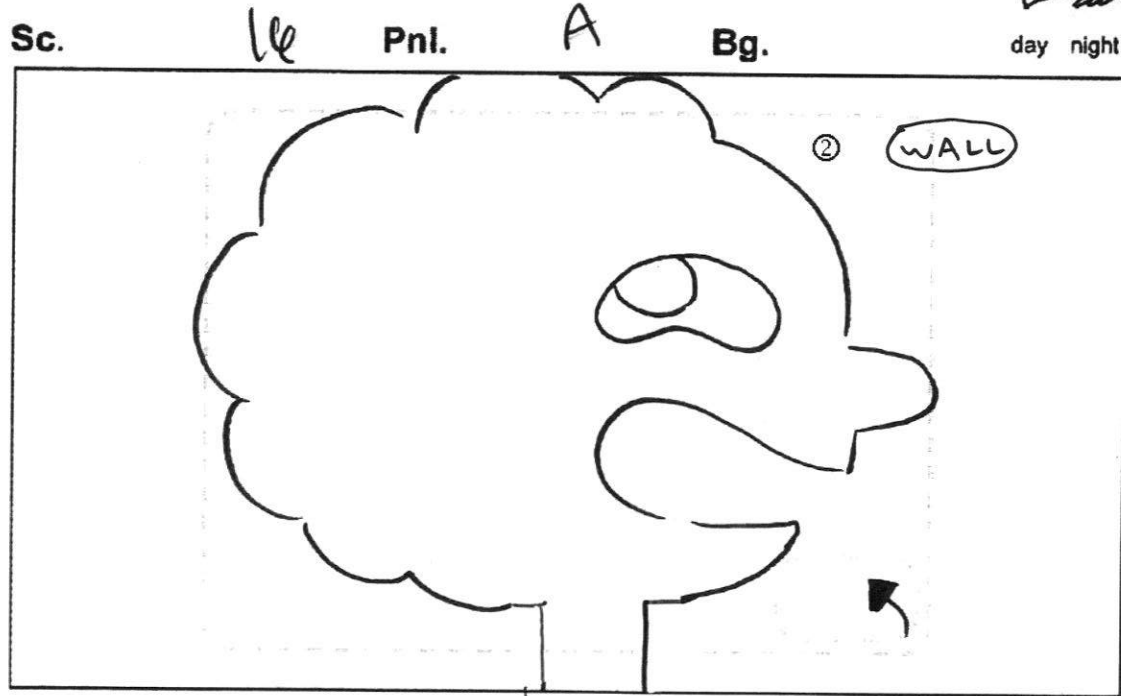
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HO  
Cut

# ADVENTURE TIME



Page 20  
day night



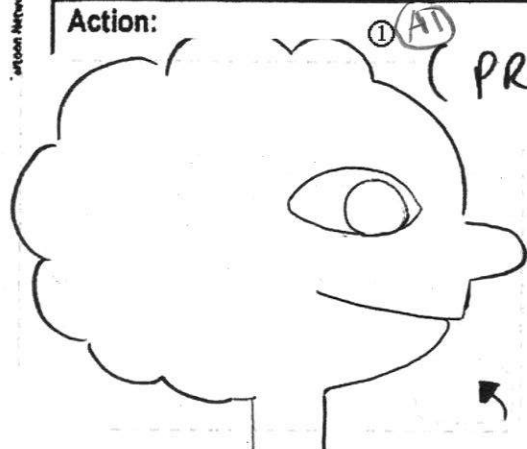
Dialog:

(P) STOP.

(J) I'm always smiling when I'm around you!

Action:

(1) (AI) (PRISMO leans head back)



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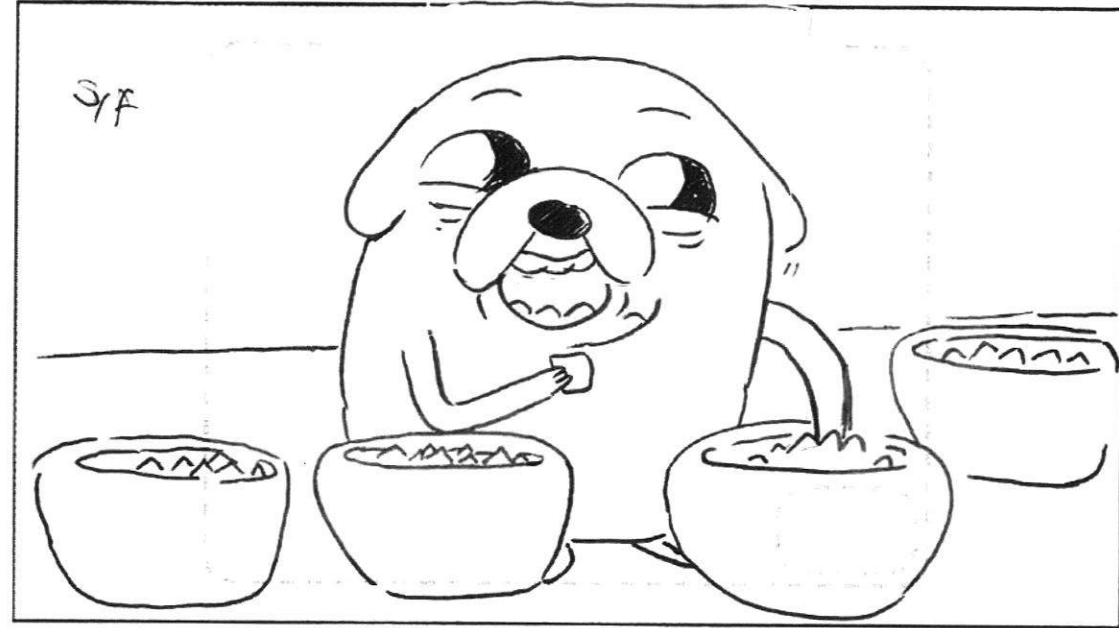


Cut

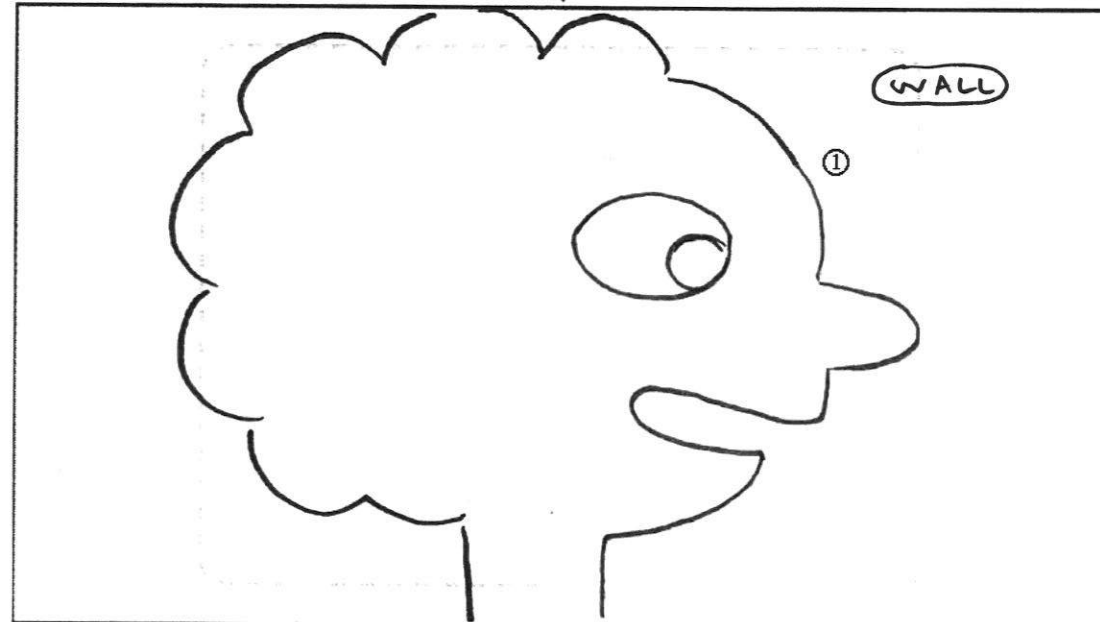
Page 21

Cut

Sc. 17 CONT Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	(QUICK) ⑤ I JUST NOTICED THAT. I ALWAYS AM.
Action:	
Timing:	

⑥ I'm always smiling  
when I'm around you, too.



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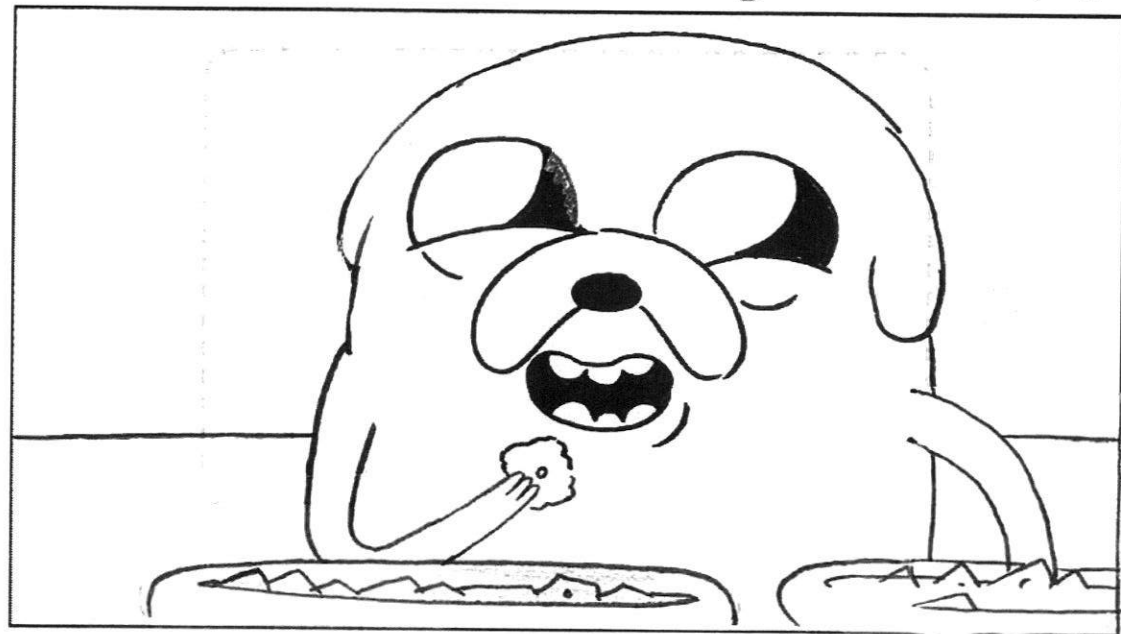


# ADVENTURE TIME

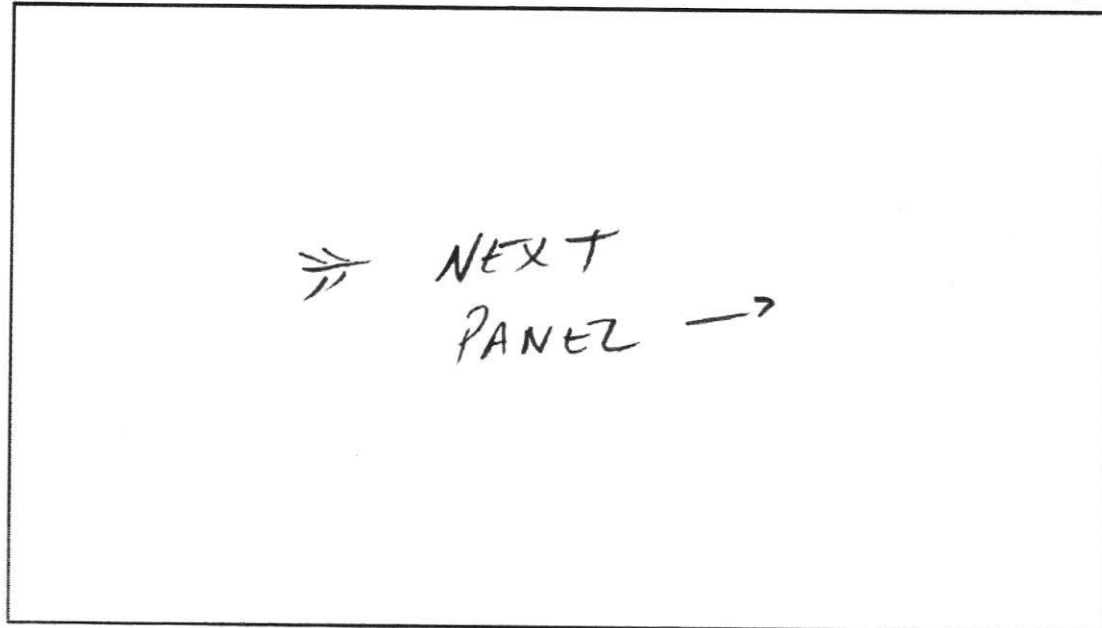


Page 22

Sc. 19 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J) (GINDY) <sup>(A)</sup> HEEHEEHEE! <sup>(A)</sup> THIS FEELS SO GOOD!
Action:	<sup>(A)</sup> 
Timing:	NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

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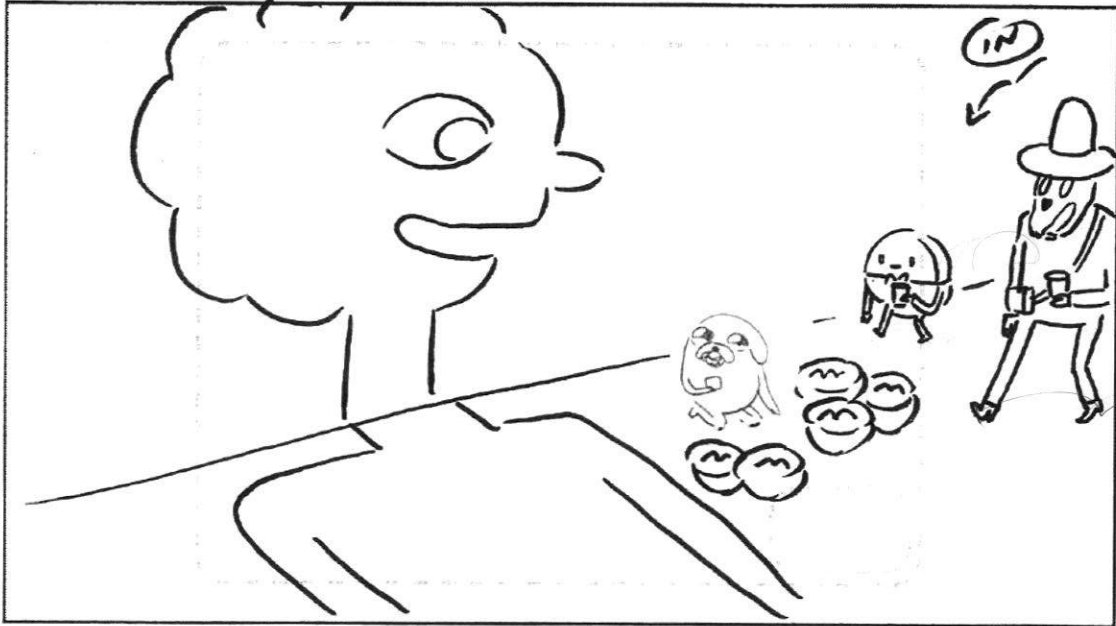
1025/166

Ho  
Cut

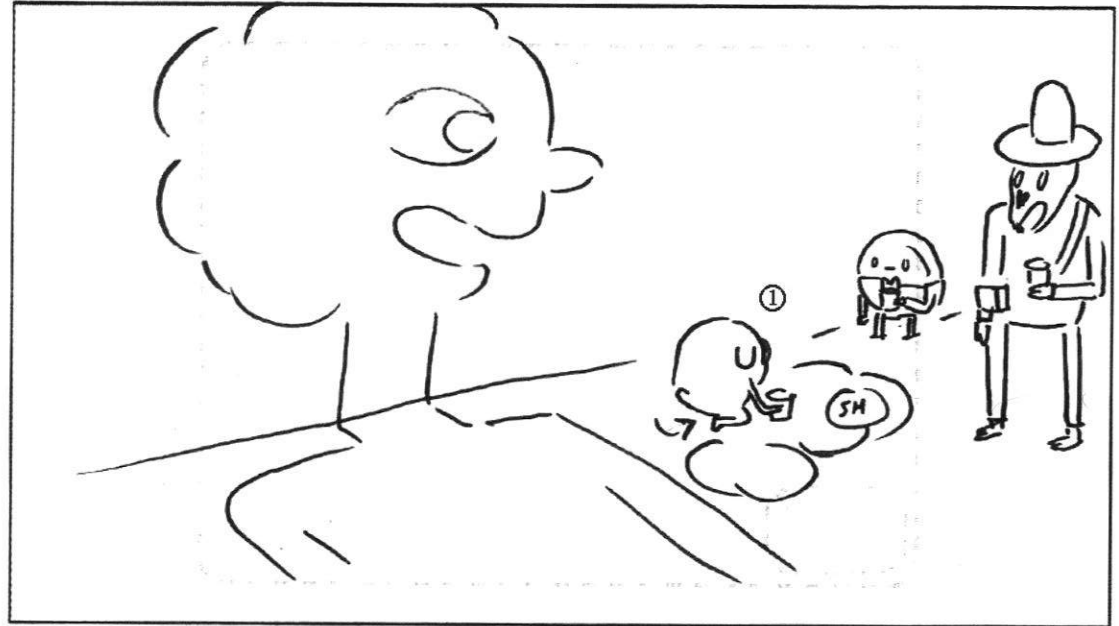
# ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. 20 cont Pnl. B Bg. day night



Page 23

Ho  
Cut

1025-166

EPISODE #

1025/166

Dialog:

Action:

Pep butler and  
DEATH WALK IN

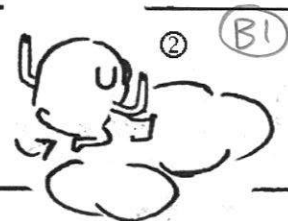
Timing:



(J)+(P) ① "Peppermint Butler!  
DEATH!"  
JUST ② JAKE - "WHAT'S UP!?"

- Jake turns

NOV 04 2013



Production :

1025/166

Ho  
cut

# ADVENTURE TIME



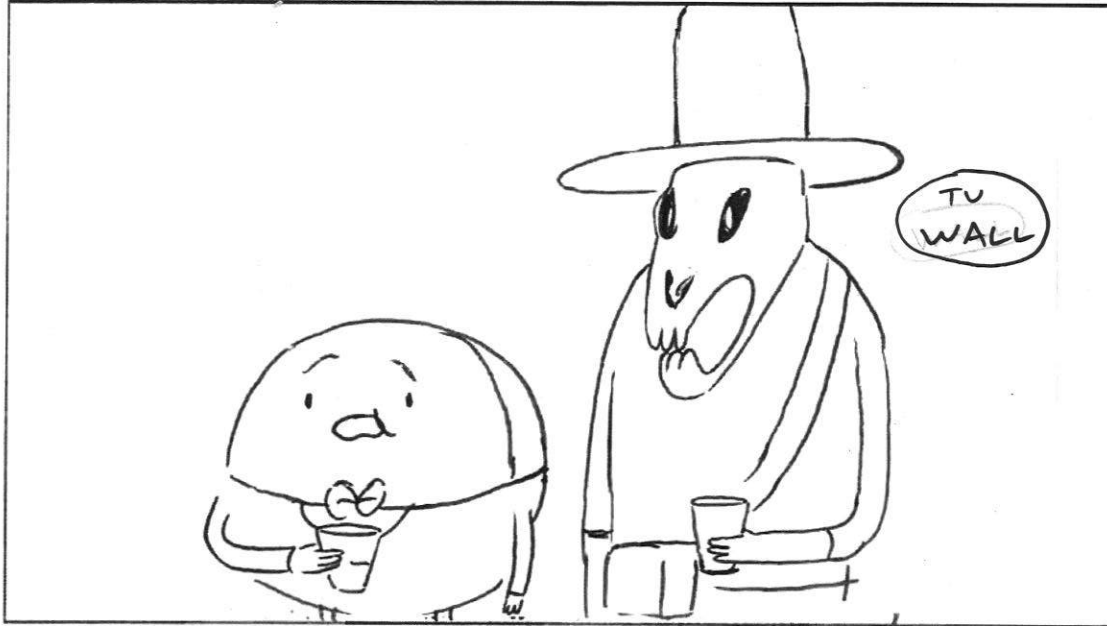
Page 24

Sc. 21

Pnl. A

Bg.

day night

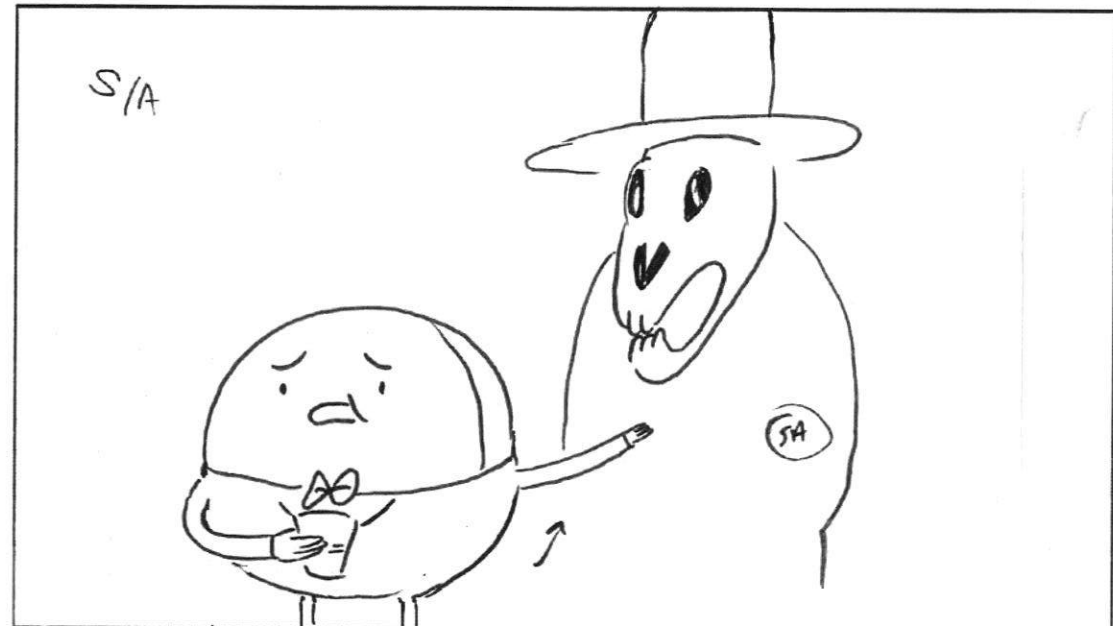


Sc. 21 CONT

Pnl. B

Bg.

day night



Dialog:

PB (NERVOUS) - HEY, uh,

PB: THOSE GUYS ARE DOING SELFIES  
ON THE LICH...

Action:

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

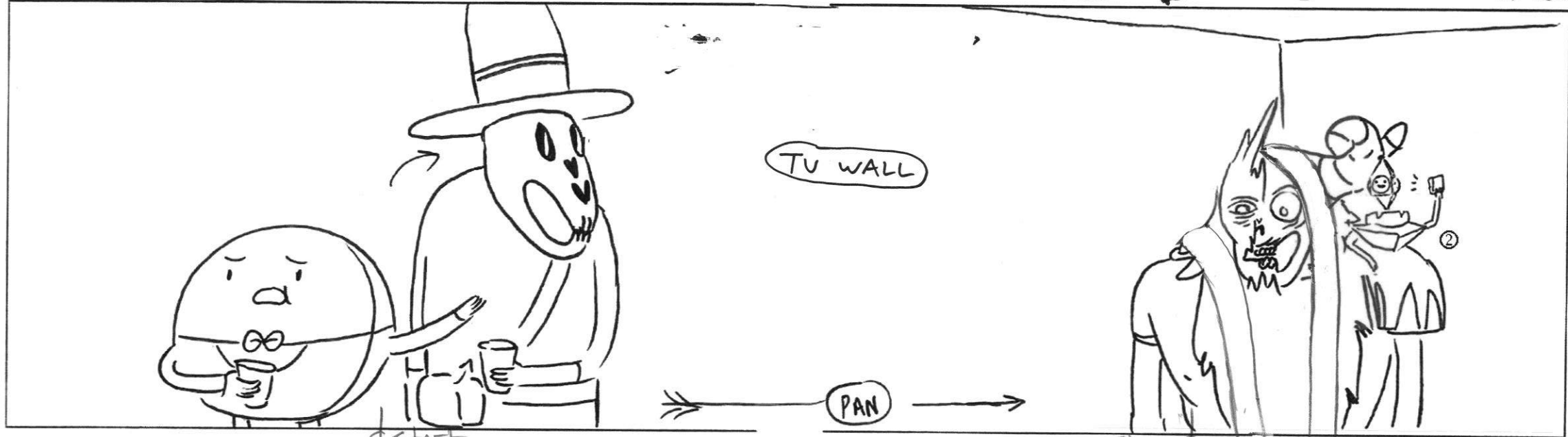
1025/166

# ADVENTURE TIME



Page 25

Sc. 21 CONT Pnl. C Bg. day night Sc. Pnl. D Bg. day night



Dialog:	<u>PB</u> : IS THAT SAFE?	SFX: CAMERA SHUTTER
Action:	- DEATH LOOKS RIGHT - PAN RIGHT	CAM PANS OVER →
Timing:		NOV 04 2013



EPISODE # 1025-166

1025/166

Production :

1025/166

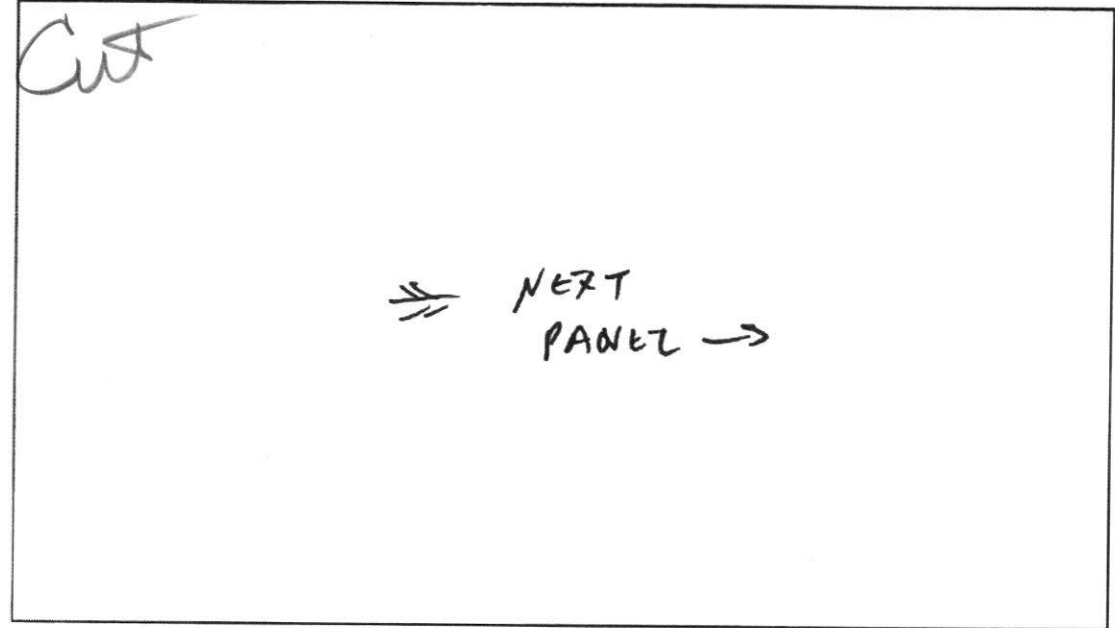
# ADVENTURE TIME



Sc. 21 *CONT* Pnl. *E* Bg. day night



Sc. *NO SCENE 22* Pnl. Bg.



Page *26*  
*26A NEXT*  
day night

Dialog:	<i>6666 - HEHE, definitely GUNNA SEND THESE TO DENISE...</i>
Action:	<i>- GGGG TAKES PICTURE OF HIMSELF</i>
Timing:	

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Production :

1025/166

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1025/166

Cut

# ADVENTURE TIME



Sc.

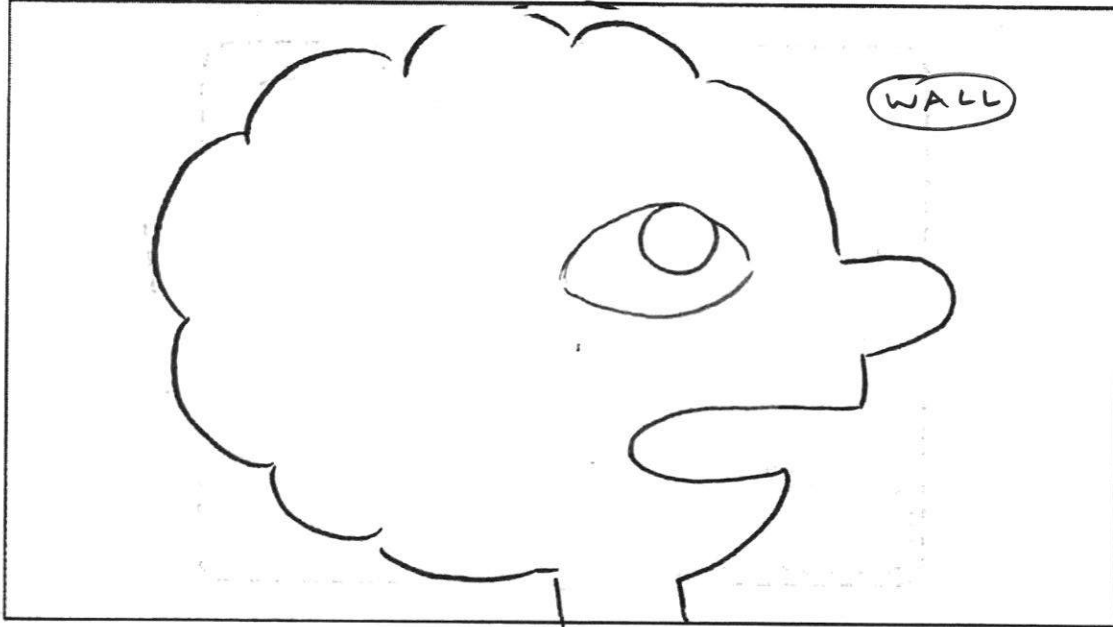
23

Pnl.

A

Bg.

day night



Sc.

23 CONT

Pnl.

B

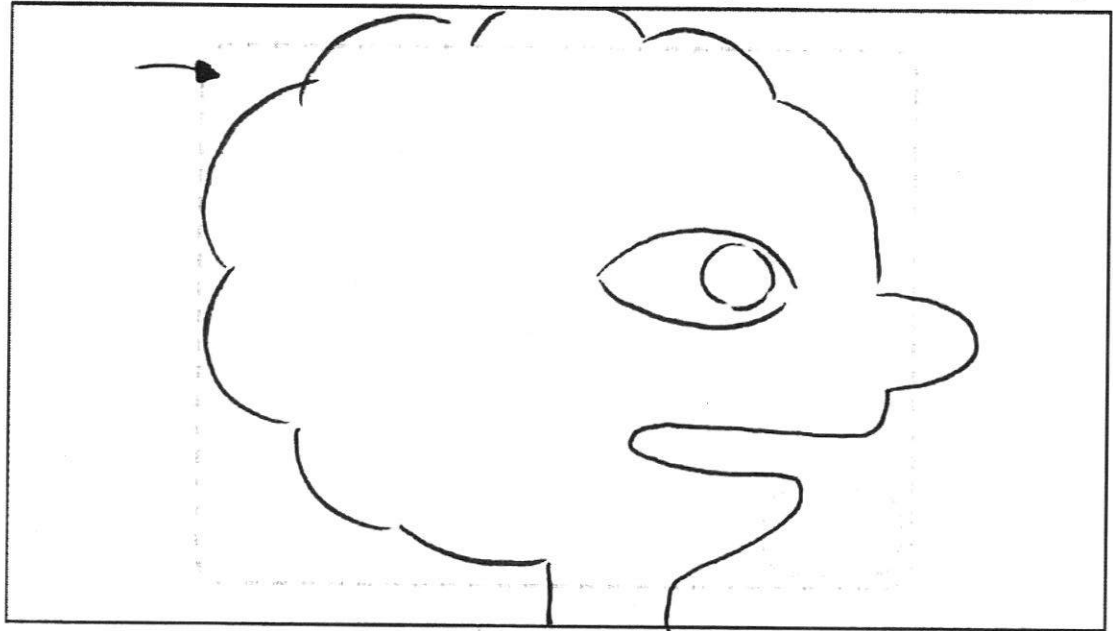
Bg.

Page

26A

27 NEXT  
day night

Cut



Dialog:

(P) OH YEAH, THAT'S FINE.

(P) HE'S harmless.

NOV 04 2011

Action:

HEAD TILTS FORWARD SLIGHTLY

Timing:

EPISODE # 1025-166

EPISODE #

1025/166

Production :

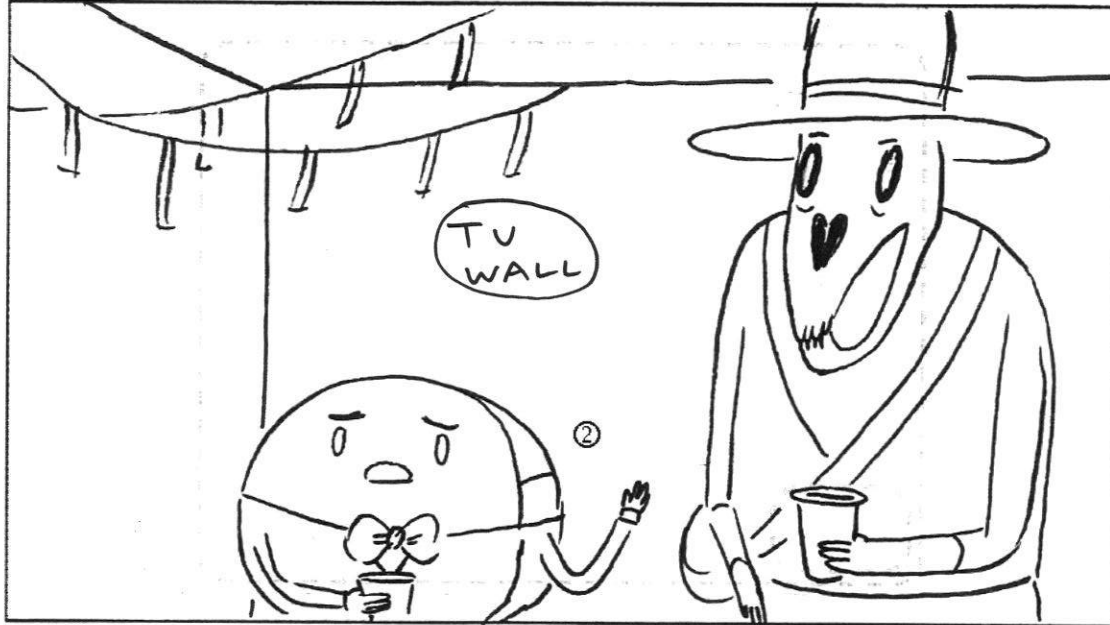
1025/166

# ADVENTURE TIME

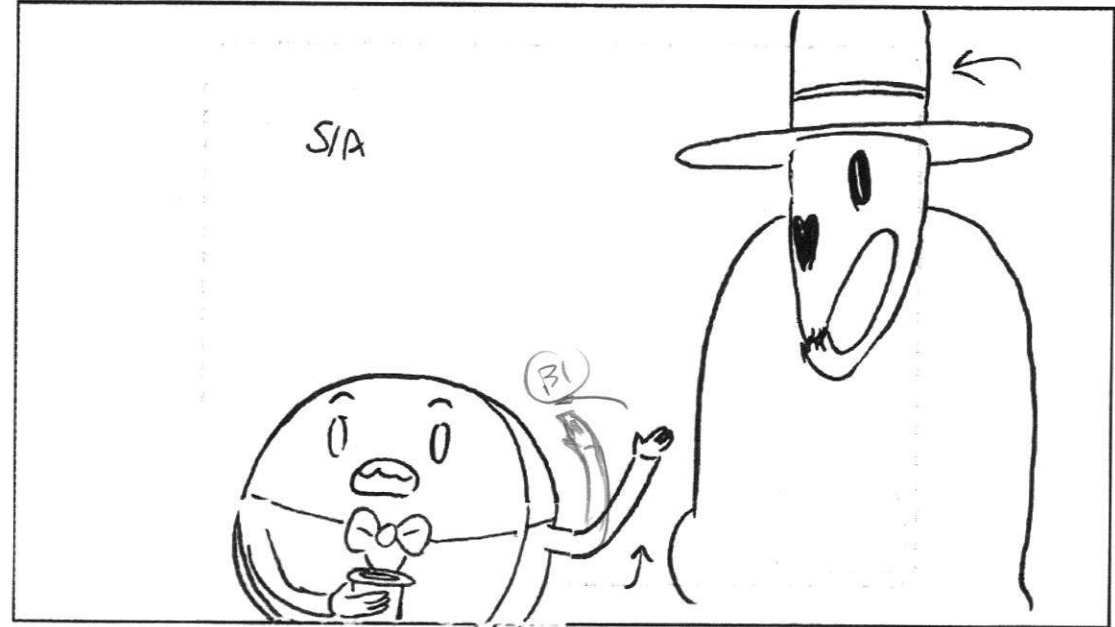



Page 27

Sc. 24 Pnl. A Bg. day night



Sc. 24 cont Pnl. B Bg. day night



Dialog:	(PB) Yeah,	(PB) but why isn't he killing everyone in this room right now?
Action:	(AI) 	(DEATH LOOKS at Rep. butler)
Timing:		NOV 0 4 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

1025/166



# ADVENTURE TIME

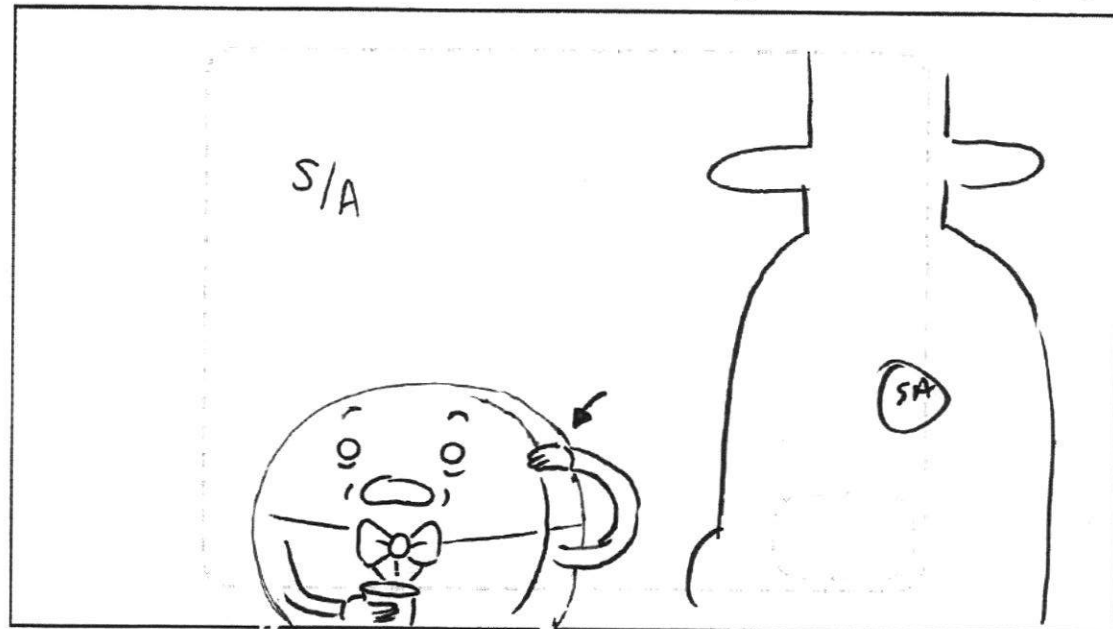


Sc.

24 cont Pnl. C

Bg.

day night

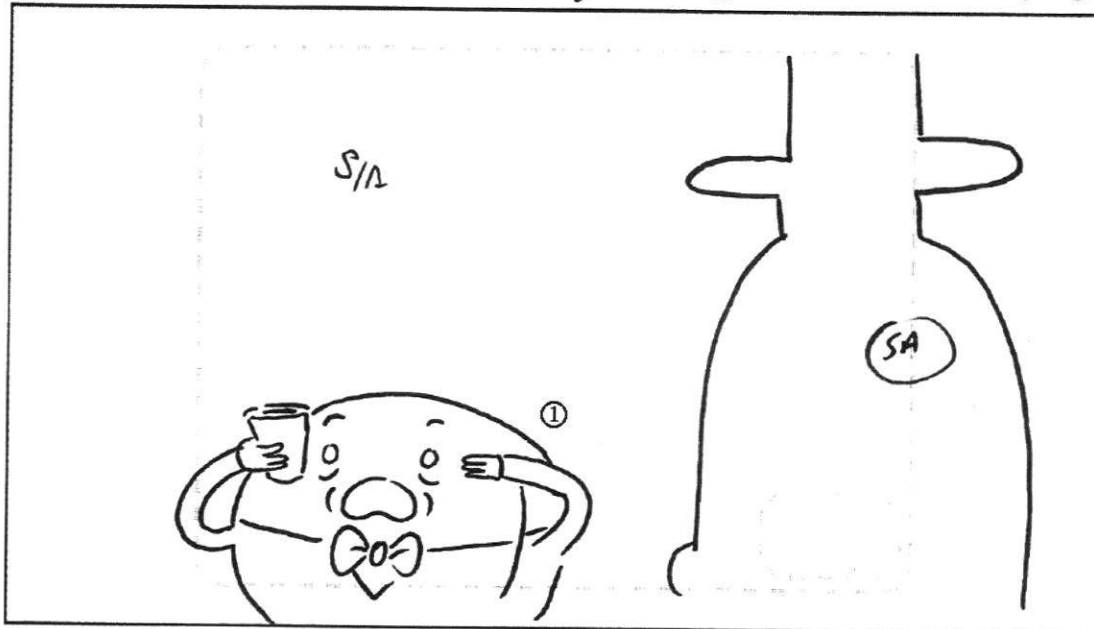


Sc.

24 cont Pnl. D

Bg.

day night



Page 28

Cut

1025-166

EPISODE #

1025/166

Dialog:

(Pbutter)

controlling our minds...

(PB)

making us rip each other's eyes out while we buttercup one another!

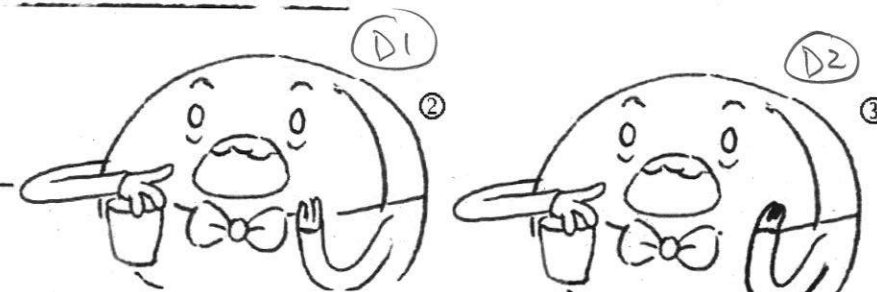
NOV 04 2012

Action:

(ALT)

... rip each other's eyes out while we feed them to one another!

Timing:



Production :

1025/166

1025/166



1025/166

cut

# ADVENTURE TIME



Sc.

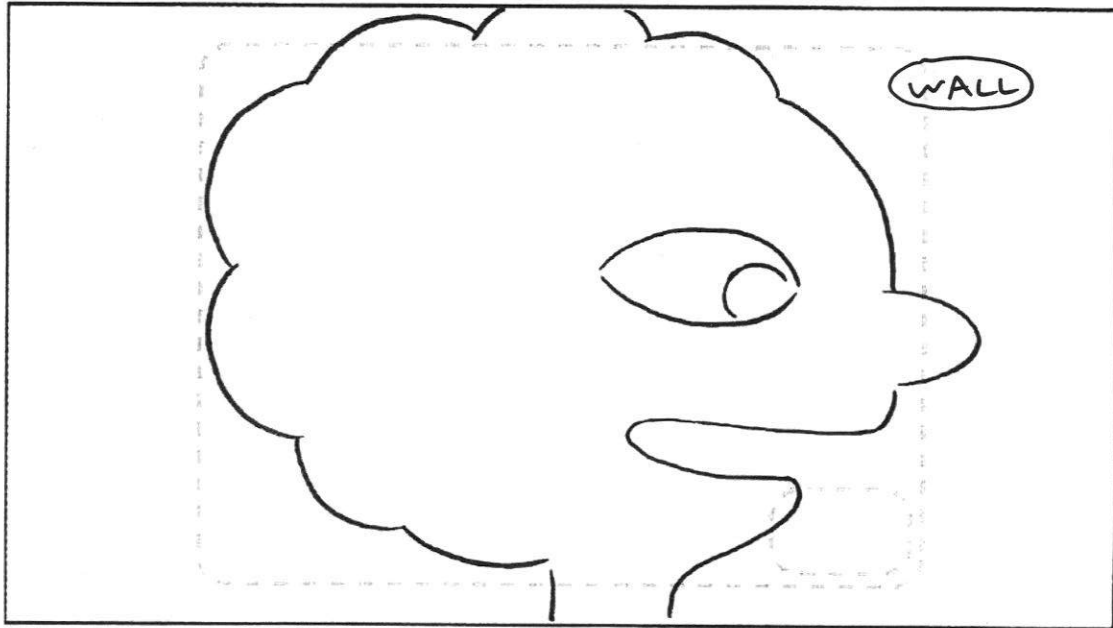
25

Pnl.

A

Bg.

day night



Sc.

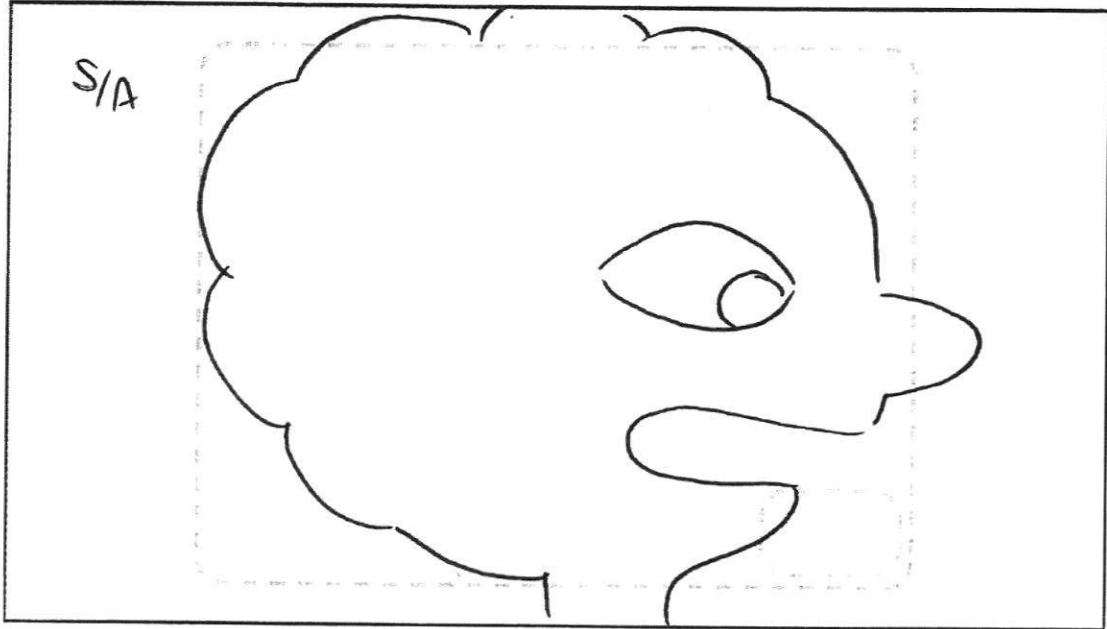
25 *cont*

Pnl.

B

Bg.

day night



Page 29

cut

Dialog:

Ⓟ *well,* The lich's primary function  
is to cause mass death

Ⓟ and since he can't do that  
WHILE HE'S TRAPPED IN MY TIME ROOM --

Action:

NOV 04 2013

Timing:

EPISODE #

1U25-166

1025/166

Production :

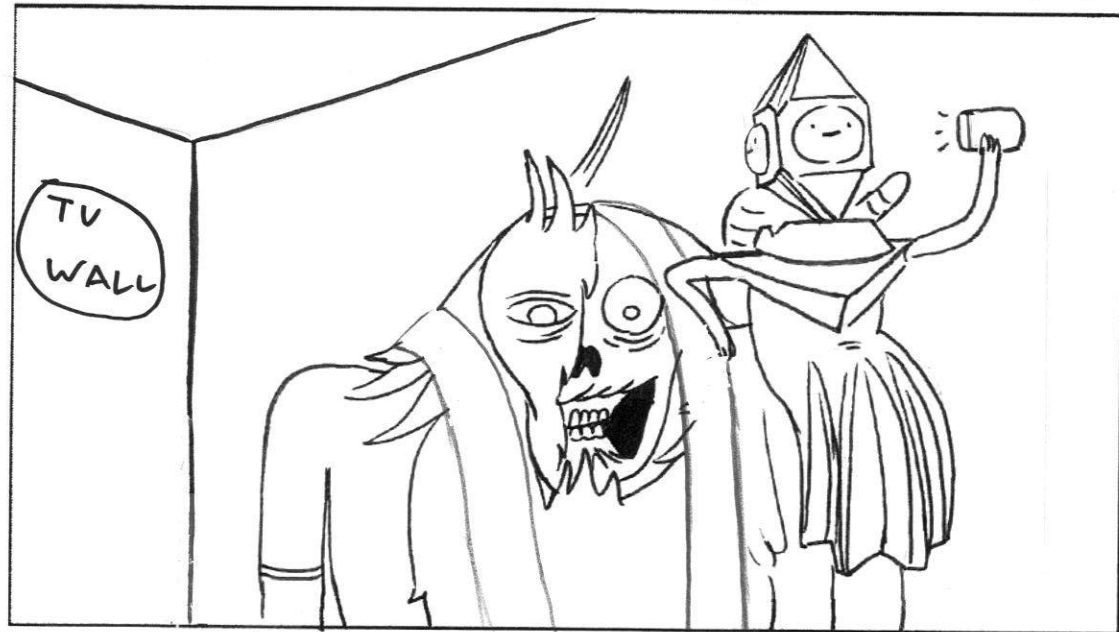
1025/166

# ADVENTURE TIME



Page 30

Sc. 26 Pnl. A Bg. day night



Sc. 26 cont Pnl. B Bg. day night



Dialog:

Ⓟ (0.5) HE'S STUCK IN A STANDSTILL...

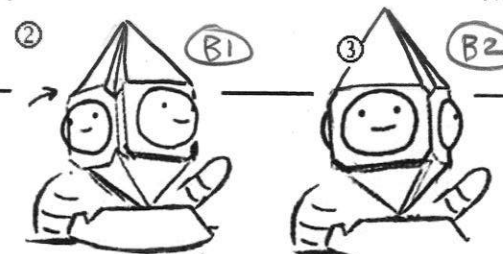
Ⓟ (0.5) LIKE a machine with out a purpose

Action:

slow drift truck in

Timing:

NOV 04 2013



Production :

EPISODE #

1025-166

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1025/166

1025/166

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Cut

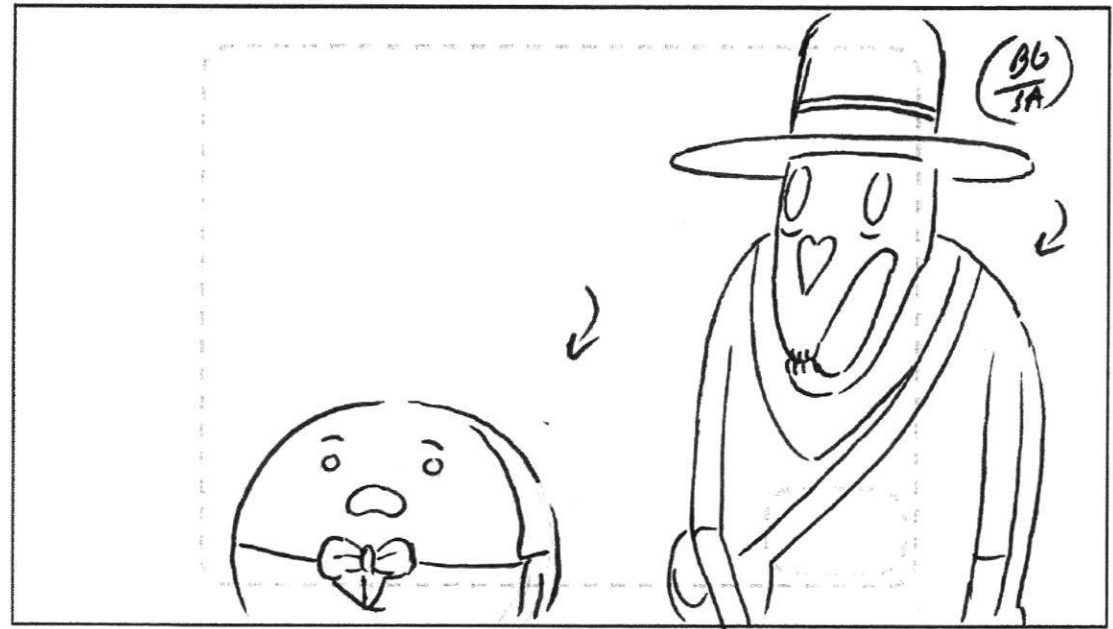
# ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 27 CONT Pnl. B Bg. day night



Dialog:	(Pb+)	i'm so scared right now.
	(DEATH)	Yikes.
Action:	- PB + DEATH TURN.	
Timing:	NOV 0 4 2013	

Cut

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc.

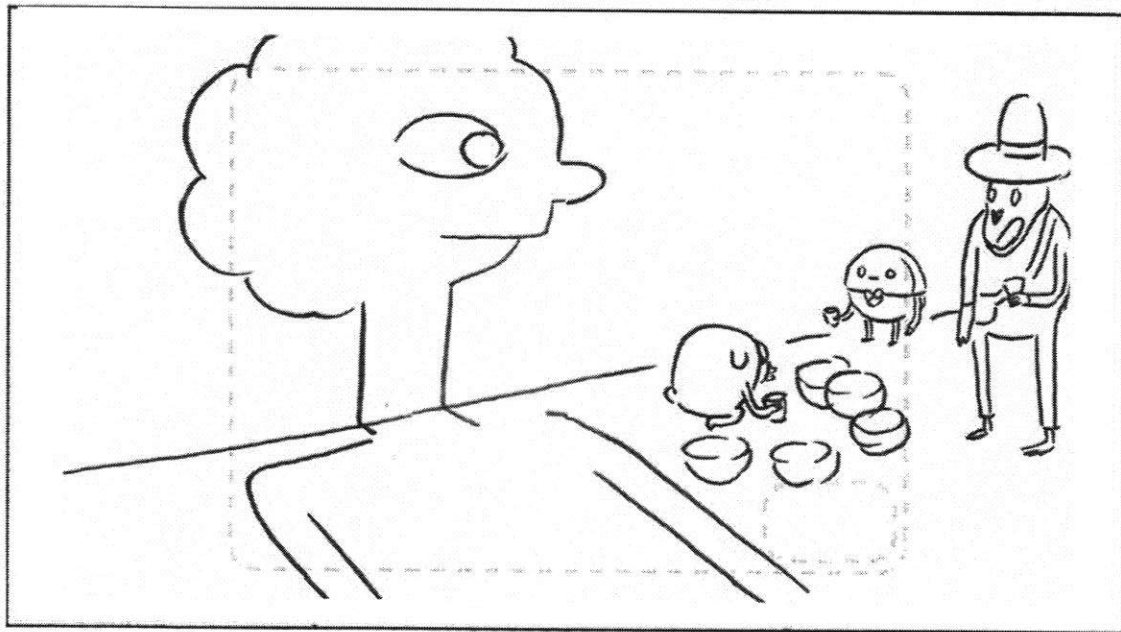
28

Pnl.

A

Bg.

day night



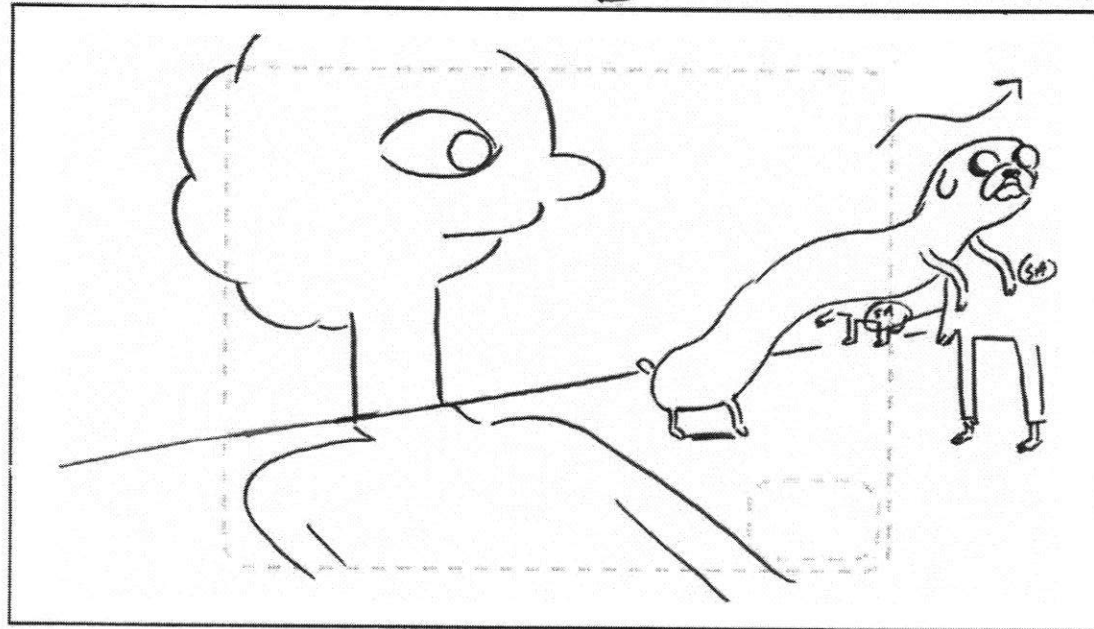
Sc.

28 cont

Pnl.

B

Bg.



Page

32

32A NEXT  
day night

Dialog:

⑤ qaaahh don't worry --

⑤ he ain't gonna hurt nobody!

Action:

⑤ Jake stretches out of shot

NOV 04 2013

Timing:

Production :

EPISODE #

1025-166

1025/166

1025/166

# ADVENTURE TIME



Page 32A  
**33 NEXT**  
day night

Sc. 28 **CONT**

Pnl. C

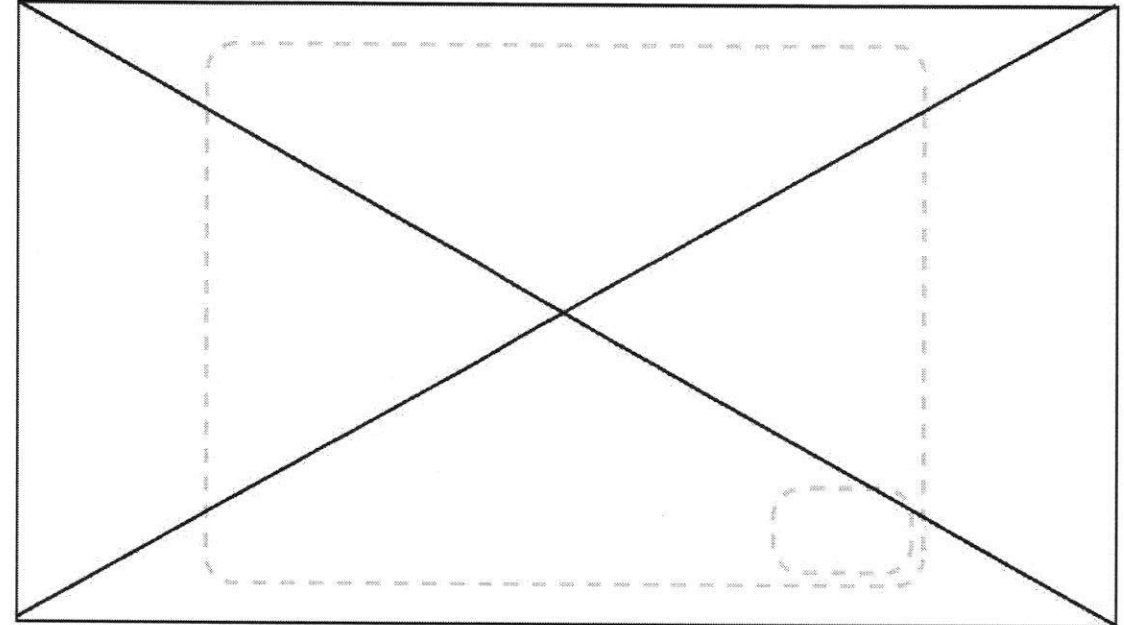
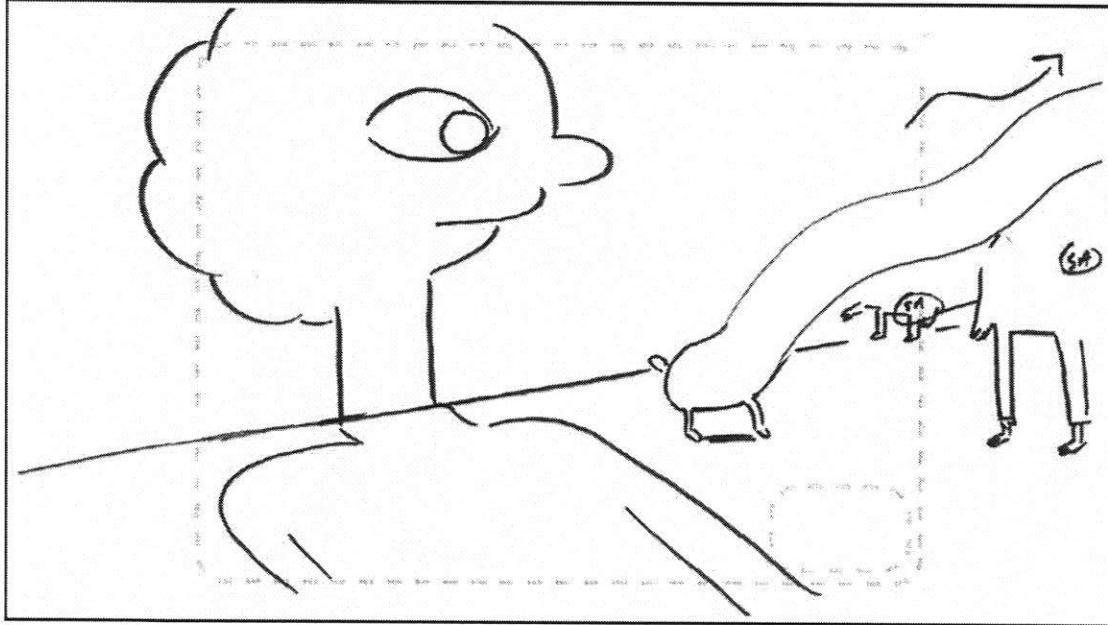
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

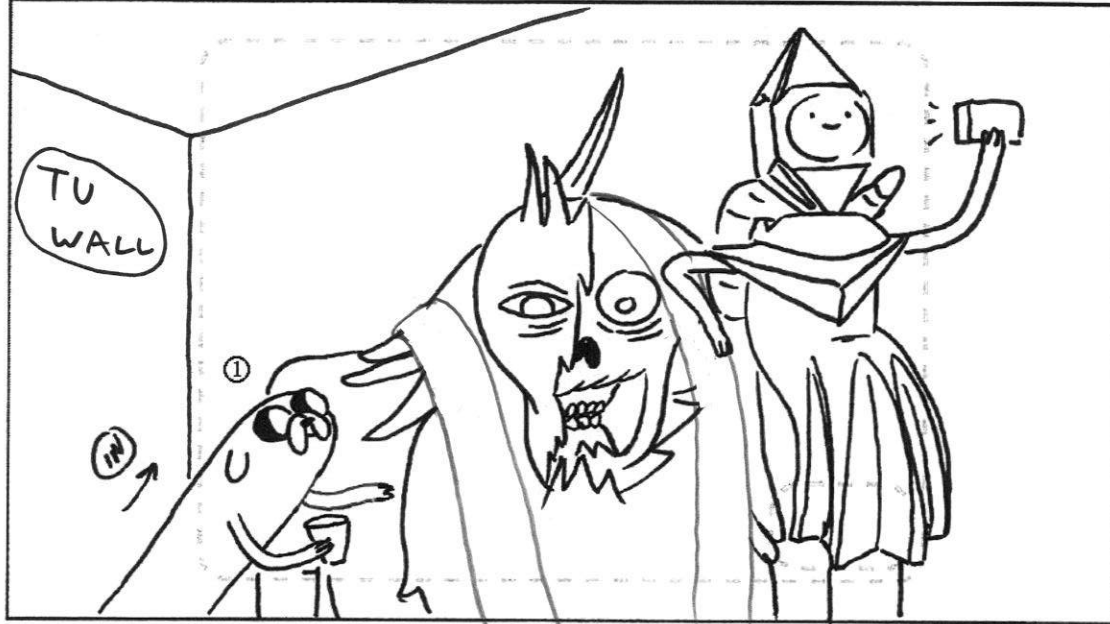


# ADVENTURE TIME

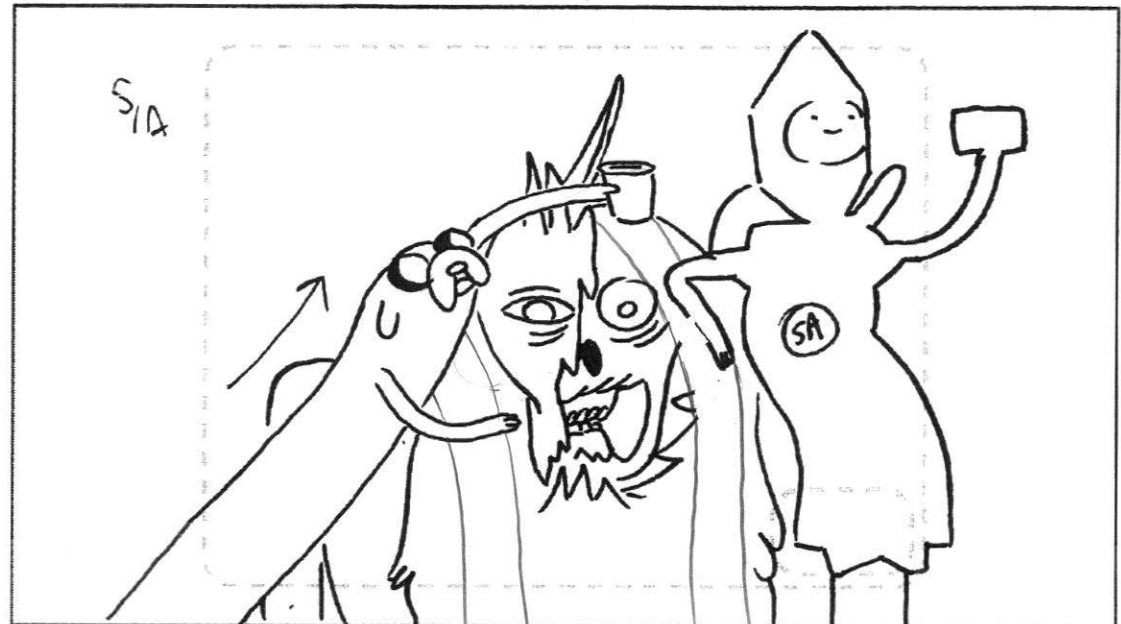


Page 33

Sc. 29 Pnl. A Bg. day night



Sc. 29 cont Pnl. B Bg. day night



Dialog:

Sfx: CAM FLASH

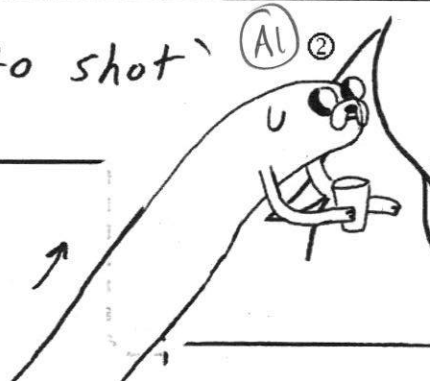
Action:

- Jake stretches into shot

- J puts cup on head

NOV 04 2013

Timing:



1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Page 34

Cut

Sc.

29 CONT Pnl.

C

Bg.

day night

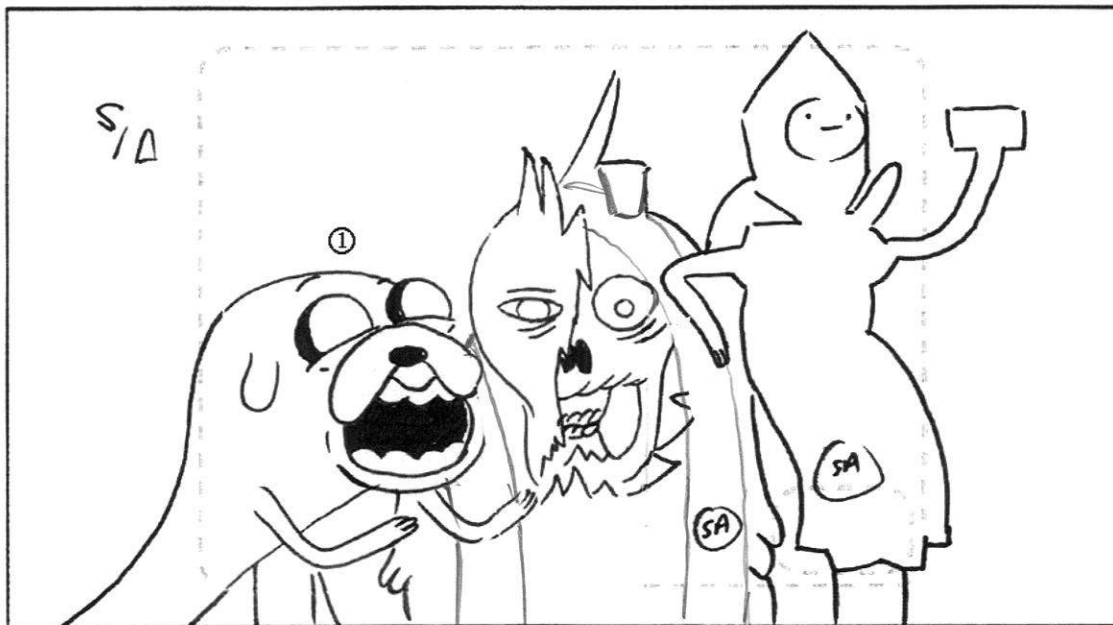
Sc.

29 CONT Pnl.

D

Bg.

day night



Dialog:

⑤ HA! YOU GOT A CUP ON YOUR HEAD!  
HA, YA DINGUS!

① What are you gonna do about it?  
⑤ ② HAHAAHAHAHA!!!

Action:



← Jake backs away pointing

Timing:

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

1025/166

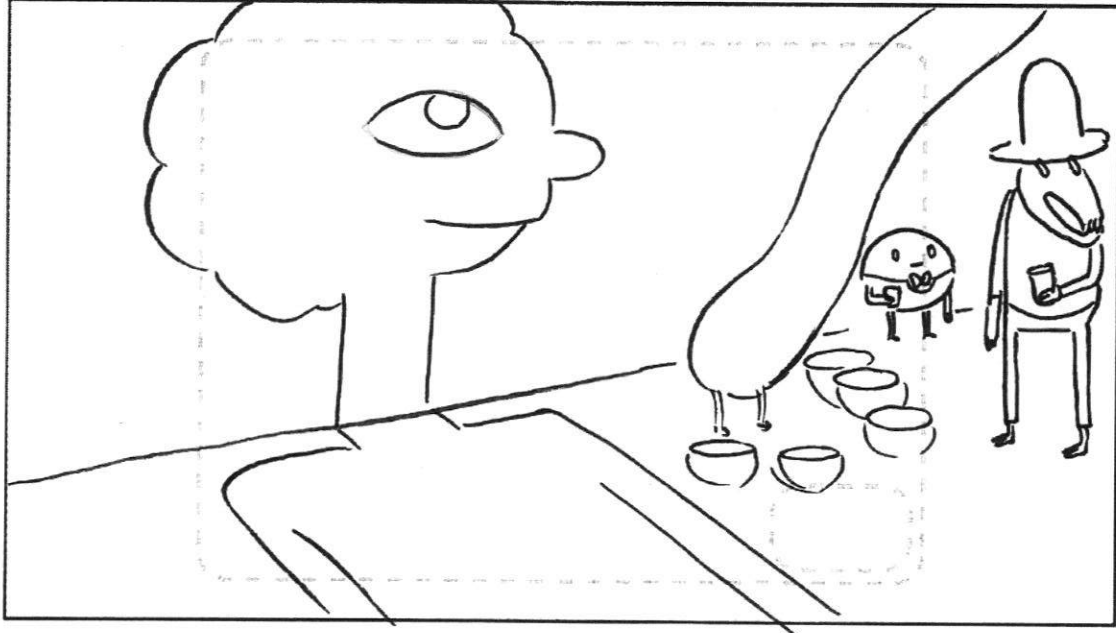




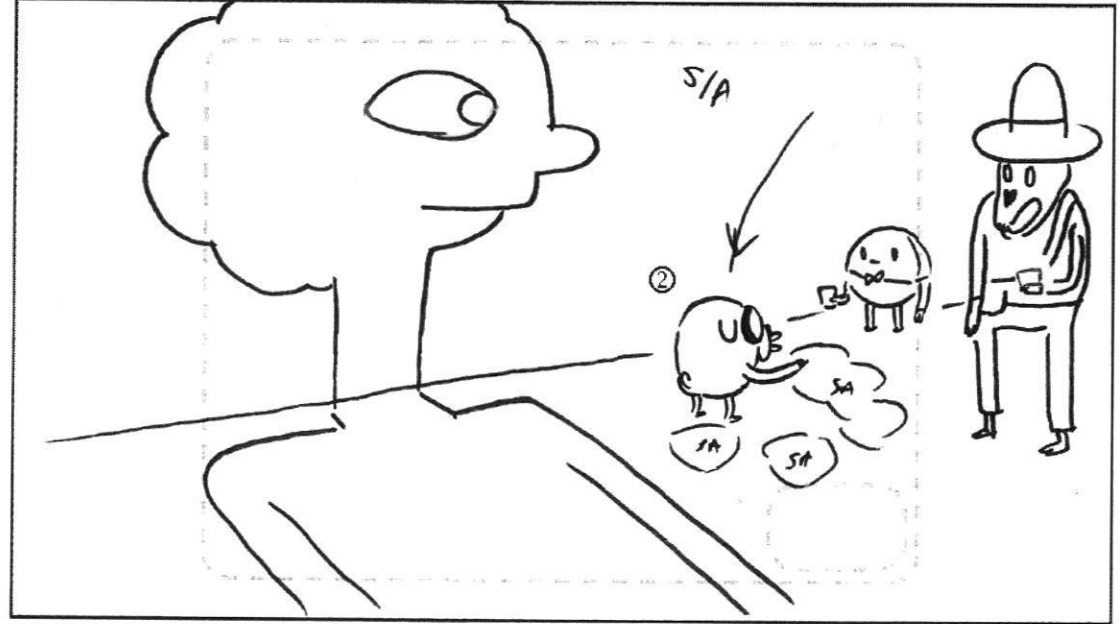
# ADVENTURE TIME

Page 35

Sc. 30 Pnl. A Bg. day night



Sc. 30 cont Pnl. B Bg. day night



Dialog:

(5) SEE, HE'S DOCILE AS  
A LAMB.

Action:

Timing:



NOV 04 2013

EPISODE #

1025-166

1025/166

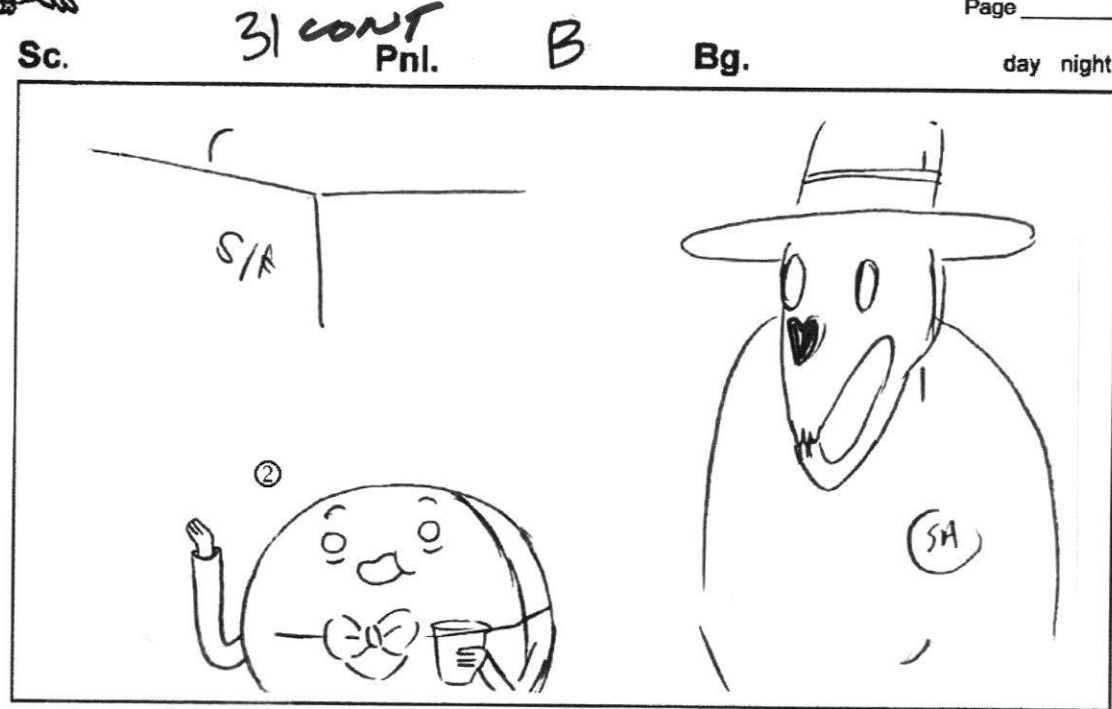
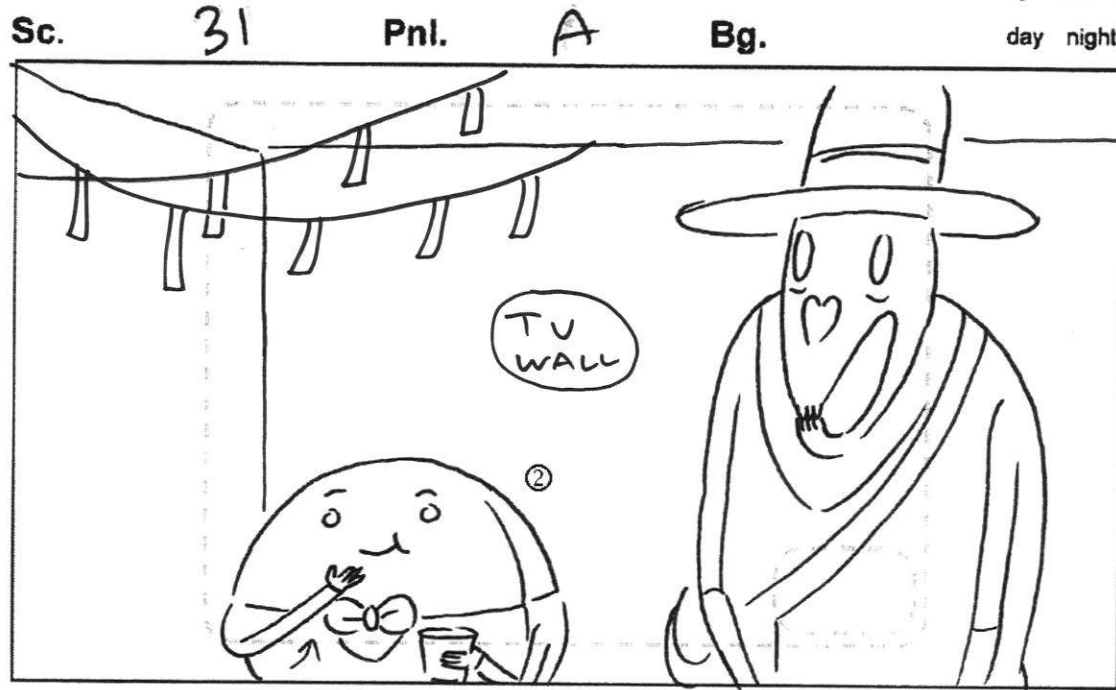
Production :

1025/166

# ADVENTURE TIME



Page 36  
day night



Dialog:

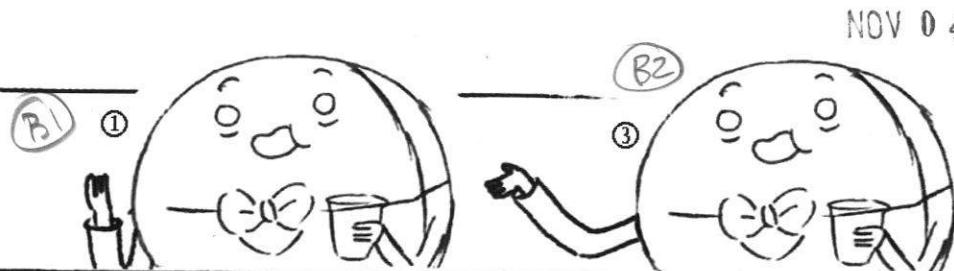
Pb - hmmm...

Pb Well, OK... I guess I CAN GO for a selfie too...

Action:

(D) YEAH, ME TOO.

Timing:



EPISODE #

1025-166

1025/166

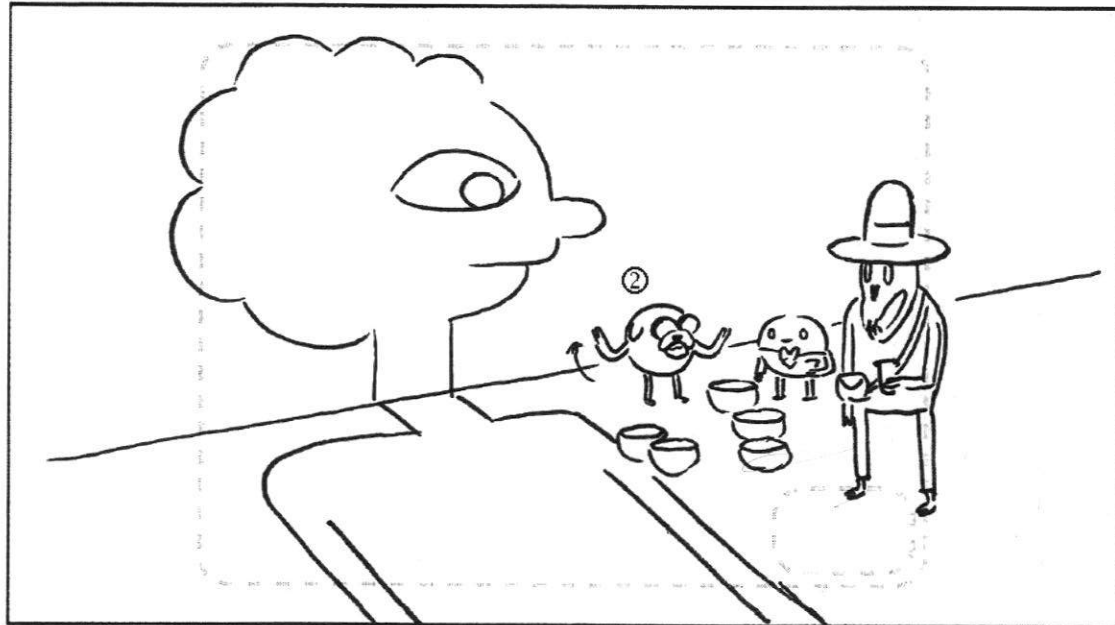
Production :

1025/166

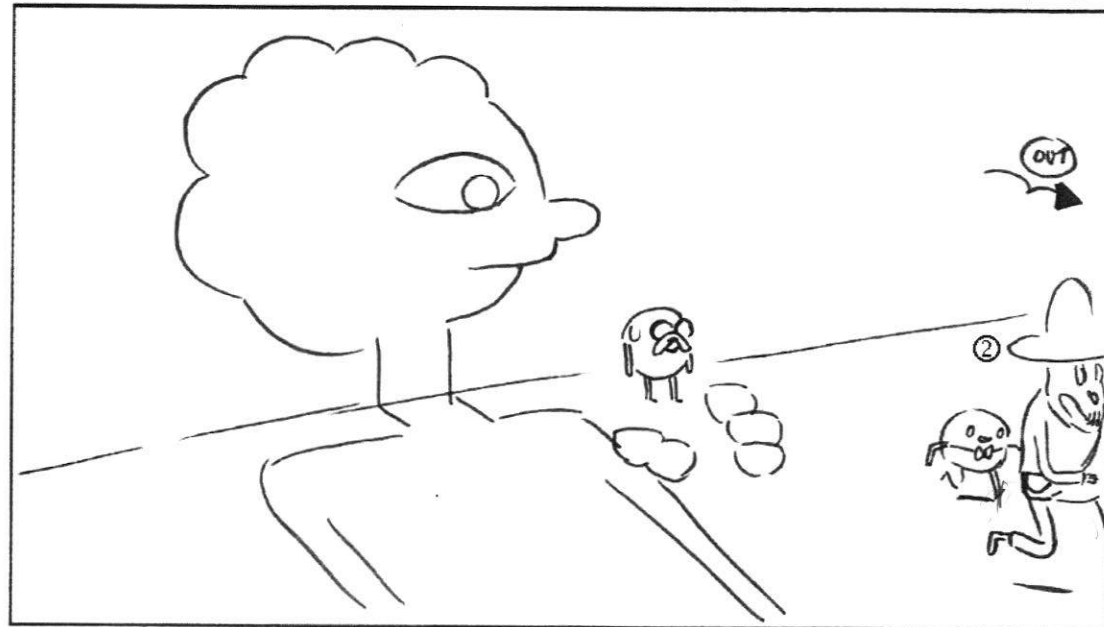
# ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 cont Pnl. B Bg. day night



Dialog:

⑤ YEAH MAN, MAKE YOUR DREAMS COME TRUE!

(BOTH): HA! HA!  
HA! HA!

Action:

Pbut and Death run out of the shot.

NOV 04 2013

Timing:



Production :

EPISODE #

1025-166

1025/166

Page 37

day night

1025/166  
+66

HW  
CWA

# ADVENTURE TIME



Sc.

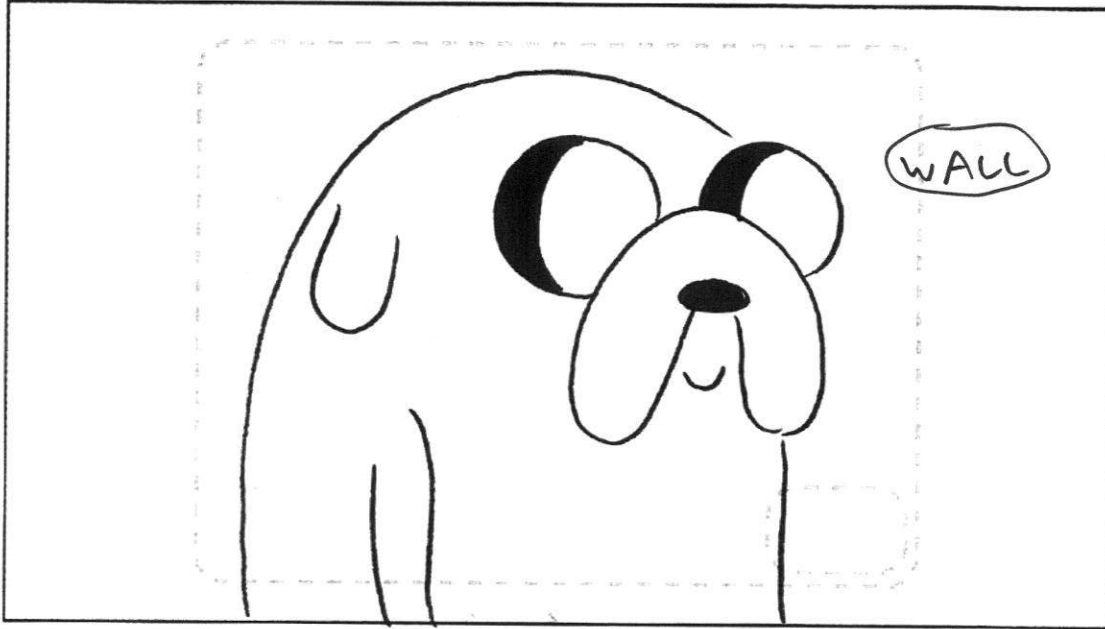
33

Pnl.

A

Bg.

day night



Sc.

33 CONT

Pnl.

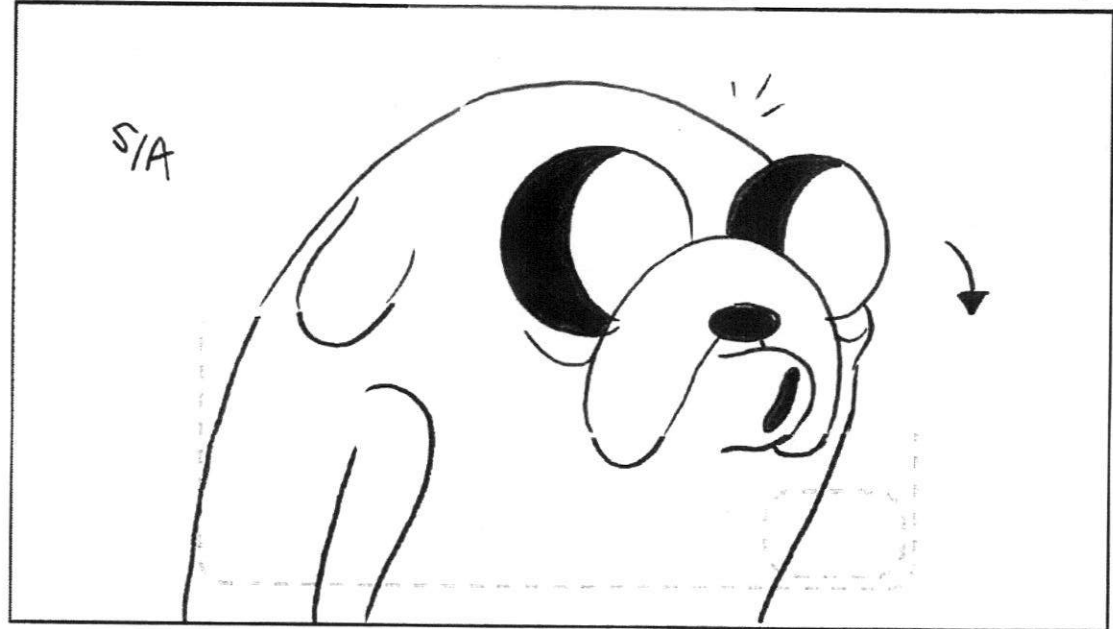
B

Bg.

Page

38

day night



Dialog:

⑤ ooo!

Action:

- Jake leans forward  
SUDDENLY

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc.

33 cont Pnl.

C

Bg.

day night

Sc.

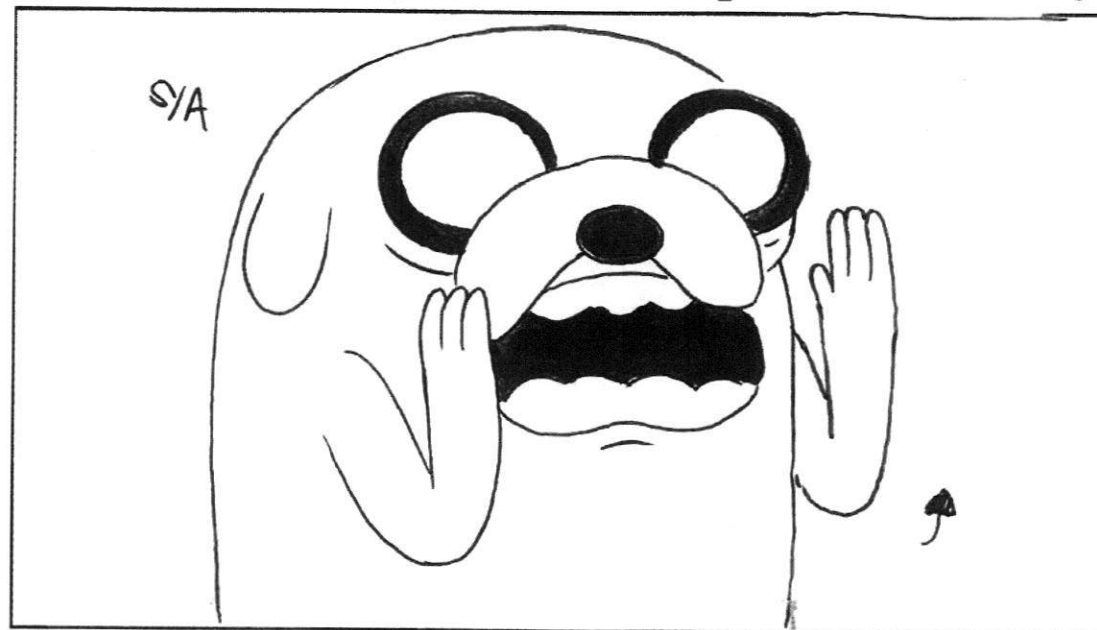
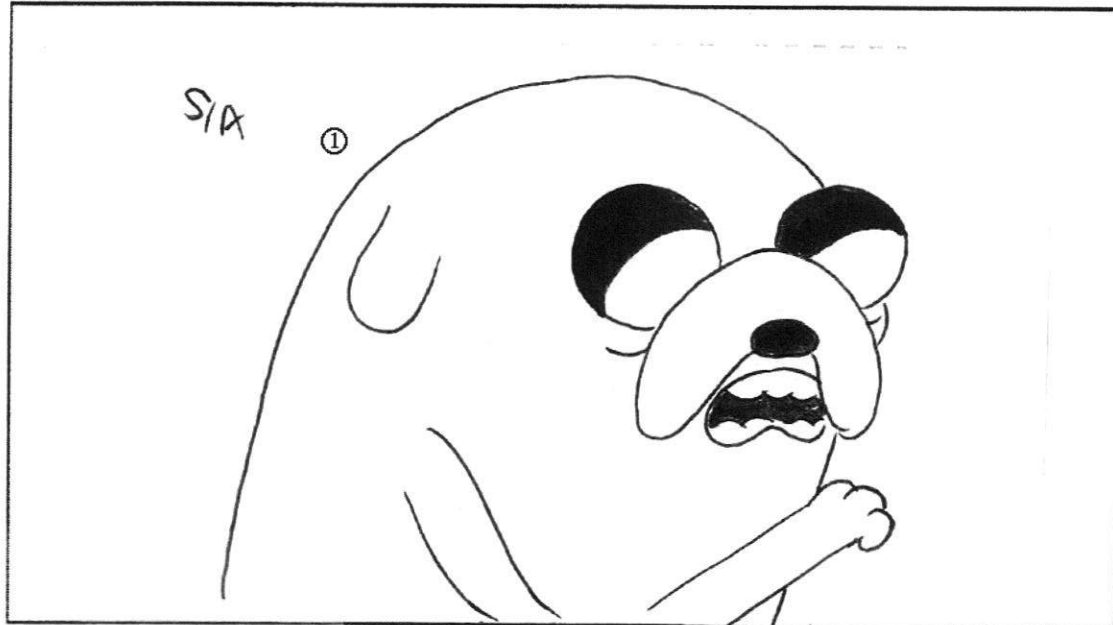
33 cont Pnl.

D

Bg.

Page 39

day night



Dialog:

⑤ what time is it?

⑤ AYO CLOCKFACE!  
WHAT TIME IS IT!?

Action:



NOV 04 2013

Tim

Production :

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1025/166

1025/166

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1025/166

Ho  
Cut

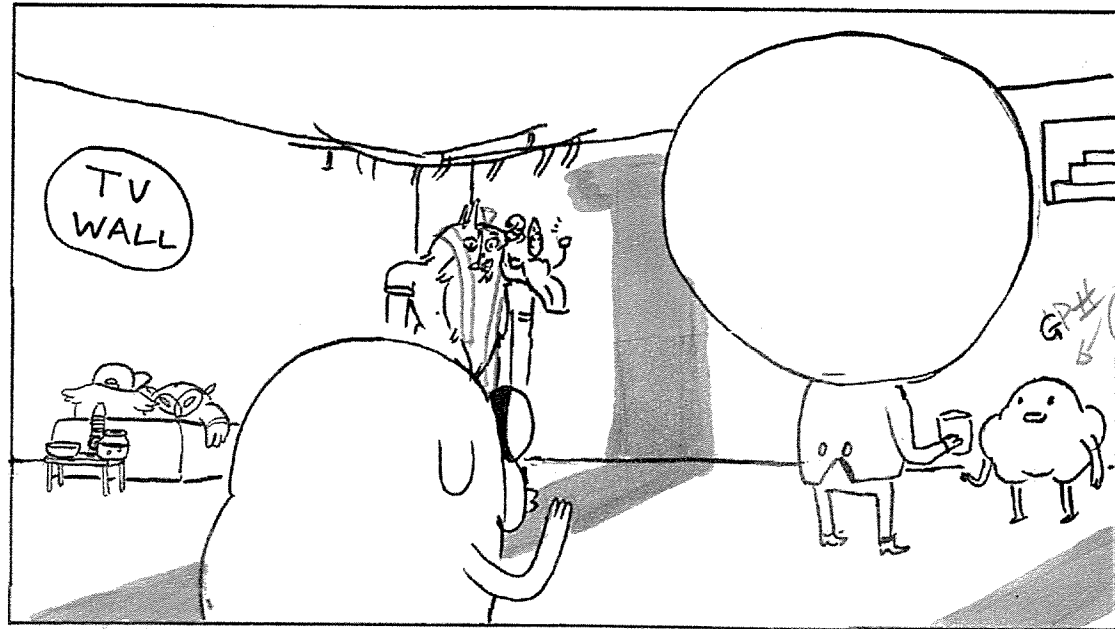
# ADVENTURE TIME



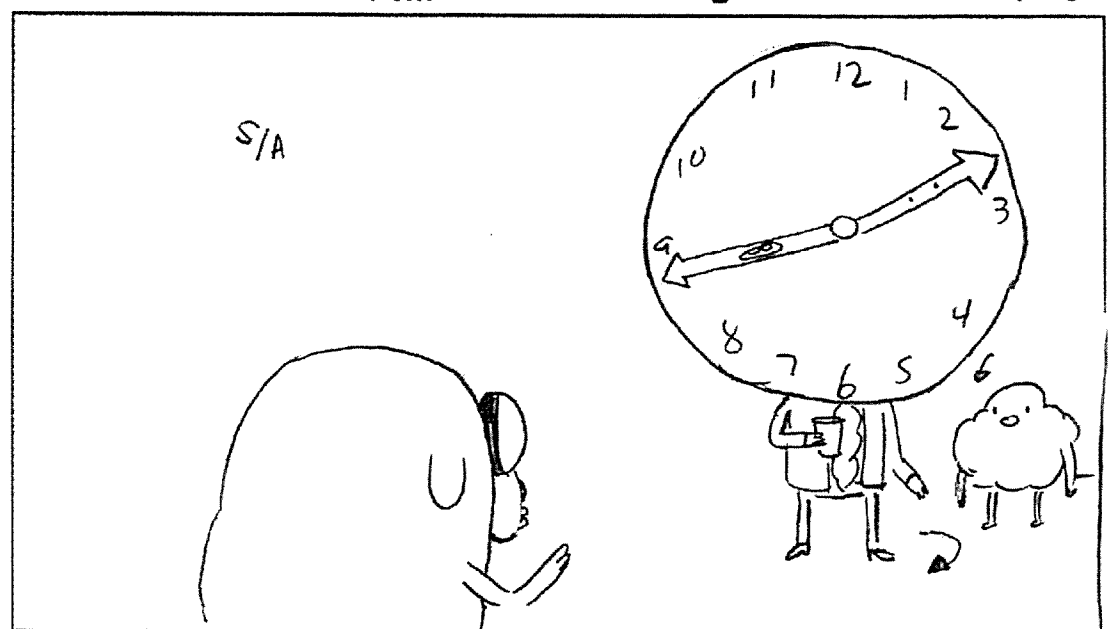
REVISED  
11-13-13

Page 40  
day night

Sc. 34 Pnl. A Bg. day night



Sc. 34 cont Pnl. B Bg. day night



Dialog:

SFX: FLASH

Action:

- 666G snaps picture

- clockface turns around

NOV 04 2013

Timing:

EPISODE #

Production :

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1025/166



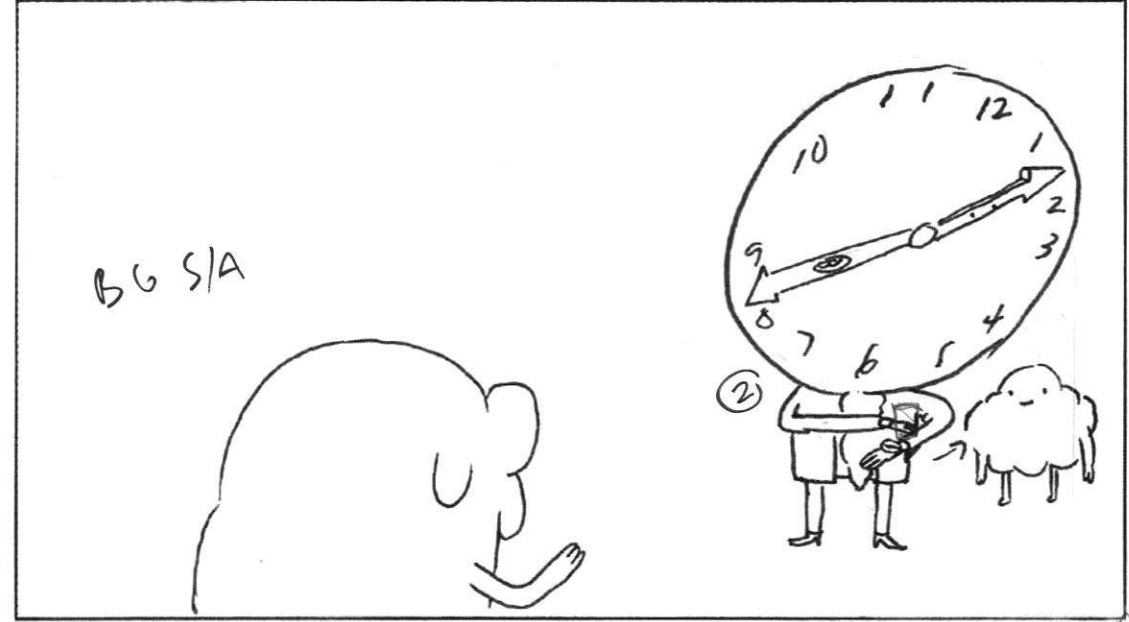
# ADVENTURE TIME



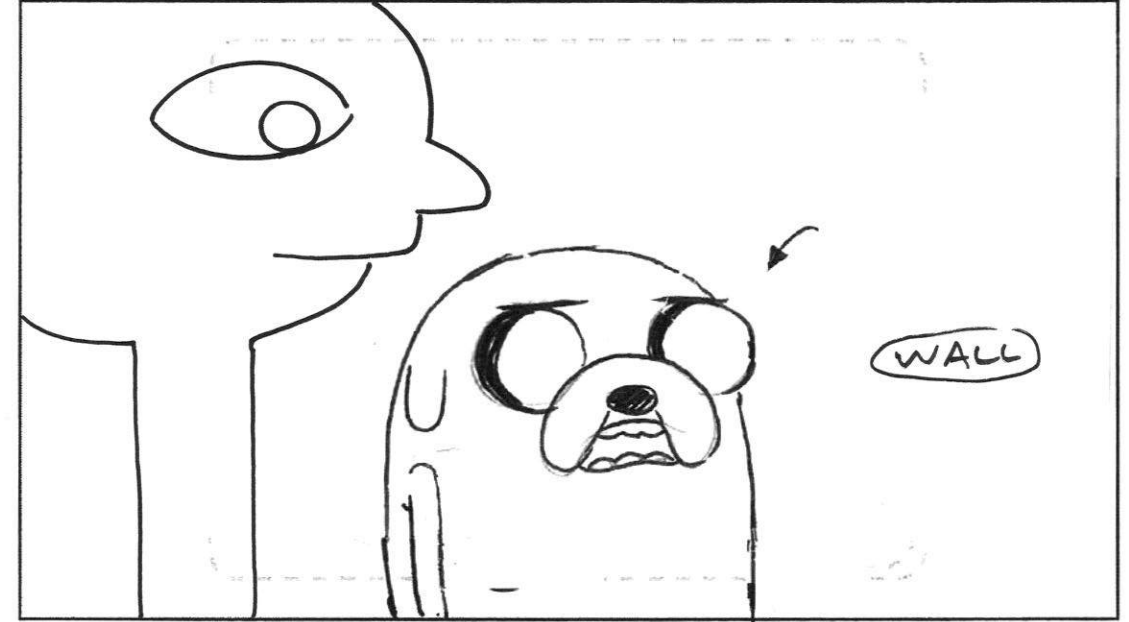
HO  
Aut

Page 41

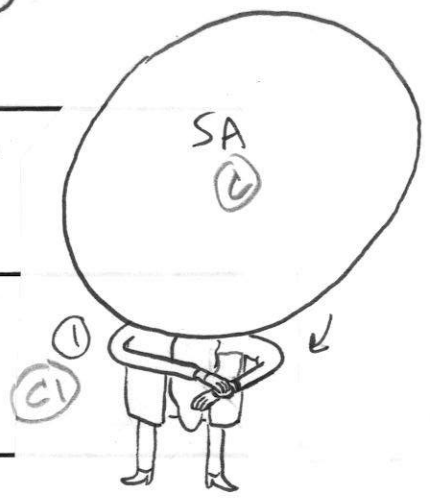
Sc. 34 cont Pnl. C Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	(CF) IT'S 12:30	(J) OH, BOO TO THAT.
Action:	- CF LOOKS at watch	
Timing:		



NOV 04 2013

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1025/166

Production :

1025/166

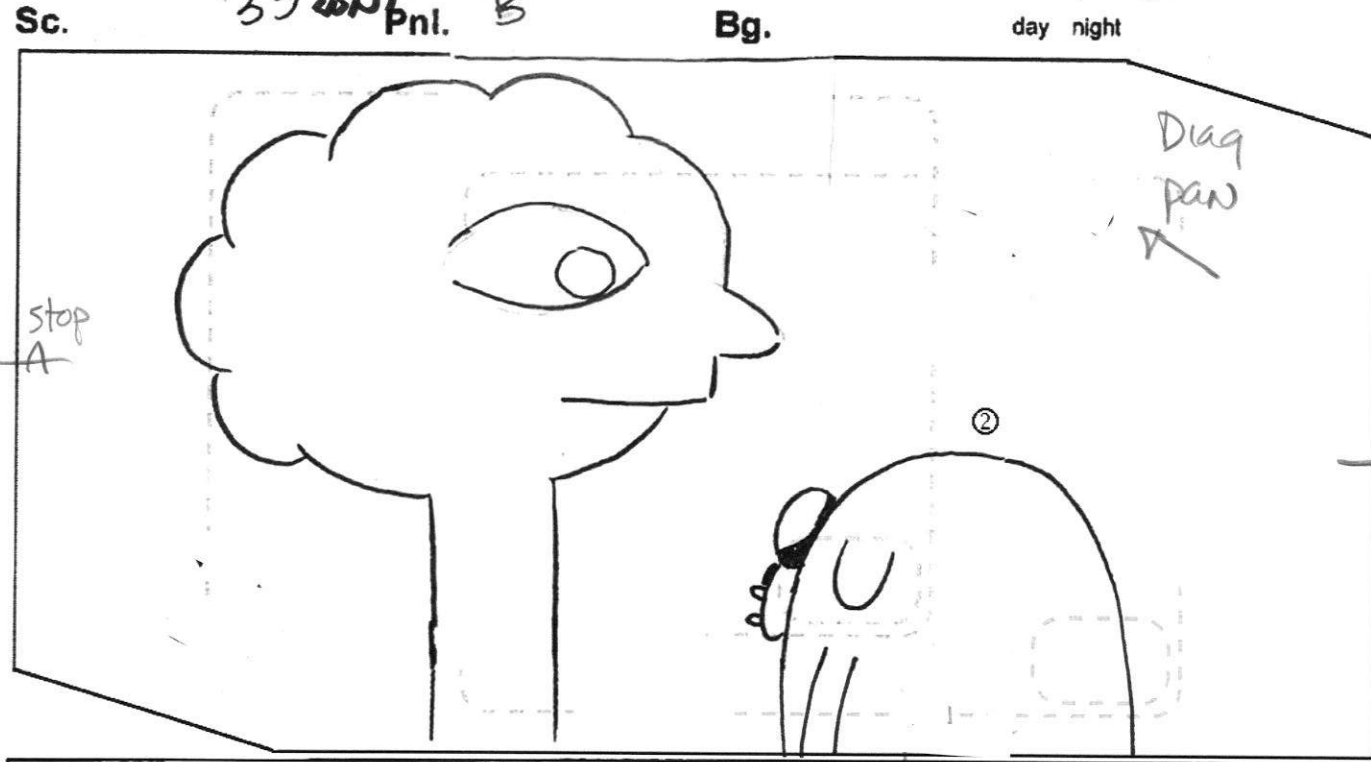
1025/166

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# ADVENTURE TIME



AV  
Cut



Dialog:	(5) YO PRISMO, I GOTTA GET HOME BEFORE FINN REALIZES I'M NOT HOME He gets worried if I stay out too long.	
Action:	- J. TURNS - ADJ W/ JAKE.	NOV 04 2013
Timing:		

EPISODE # 1025-166

1025/166

Production :

1025/166

1025/166

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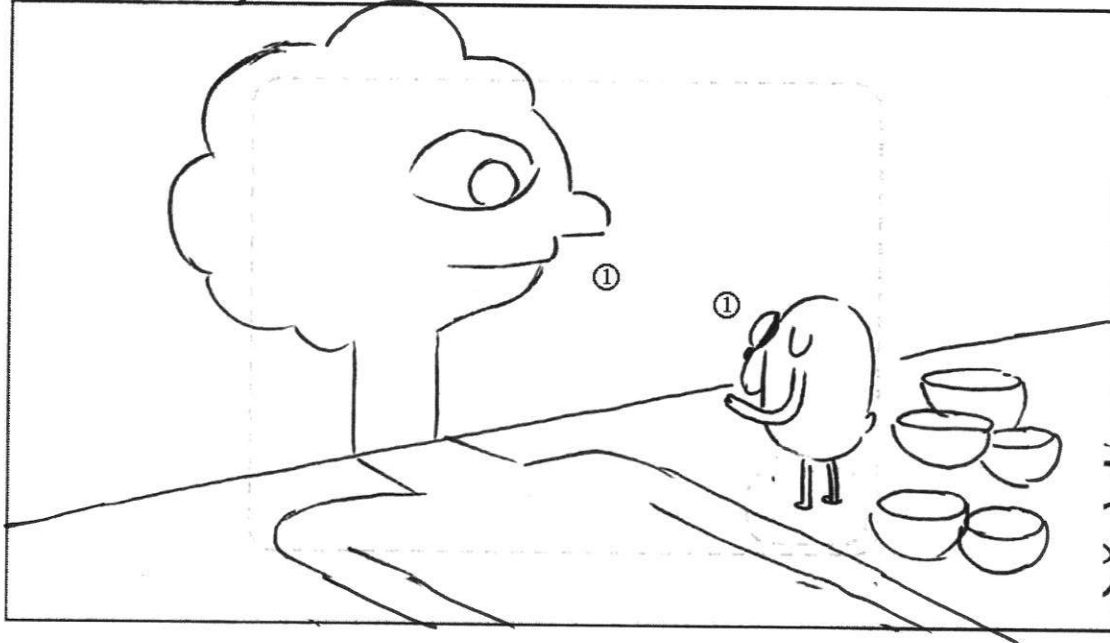
1025/166

Handwritten initials and a checkmark.

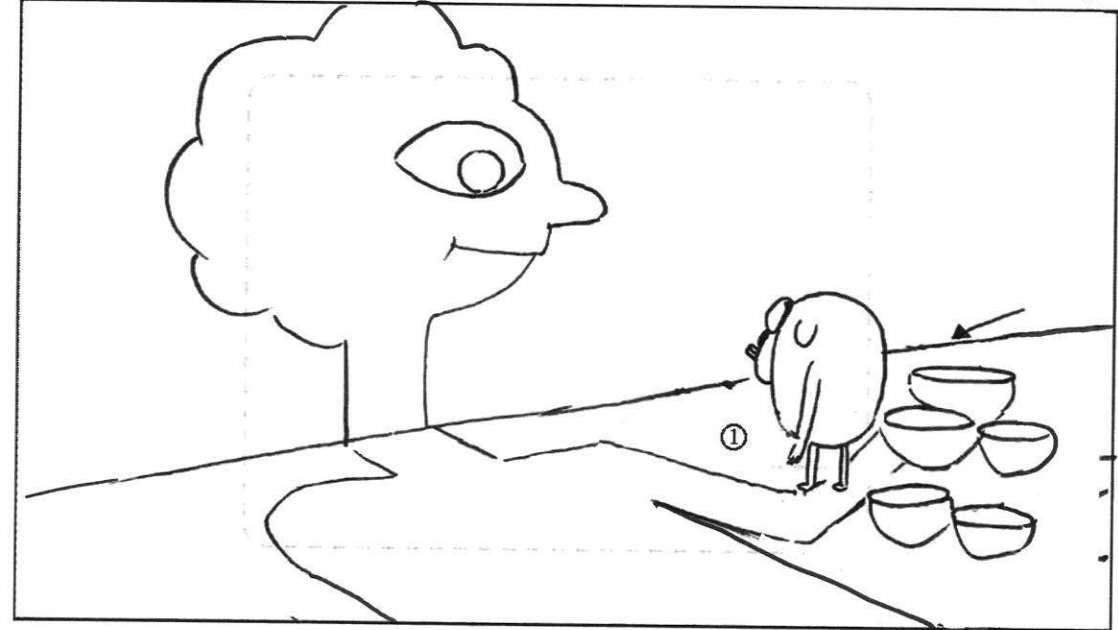
# ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



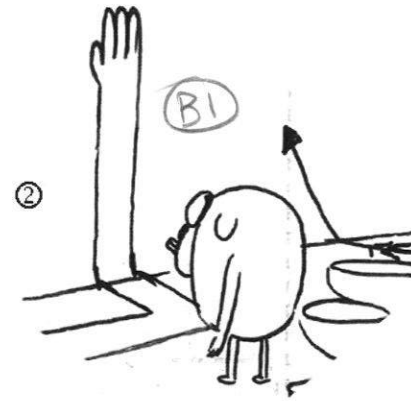
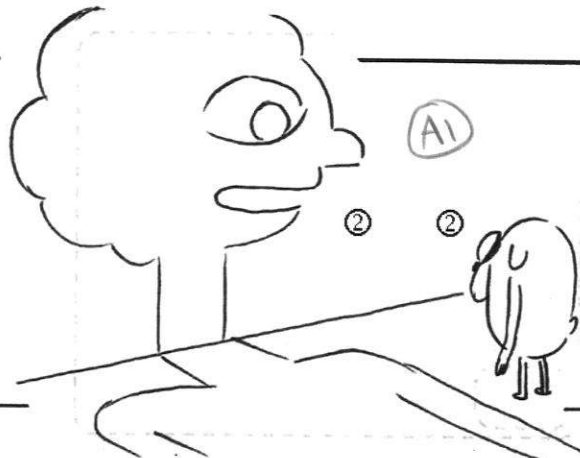
Sc. 36 cont Pnl. B Bg. day night



Dialog: P/ Alright later dude.

Action:

Timing:



NOV 04 2013

EPISODE #

1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc.

36 cont Pnl.

C

Bg.

day night

Sc.

37

Pnl.

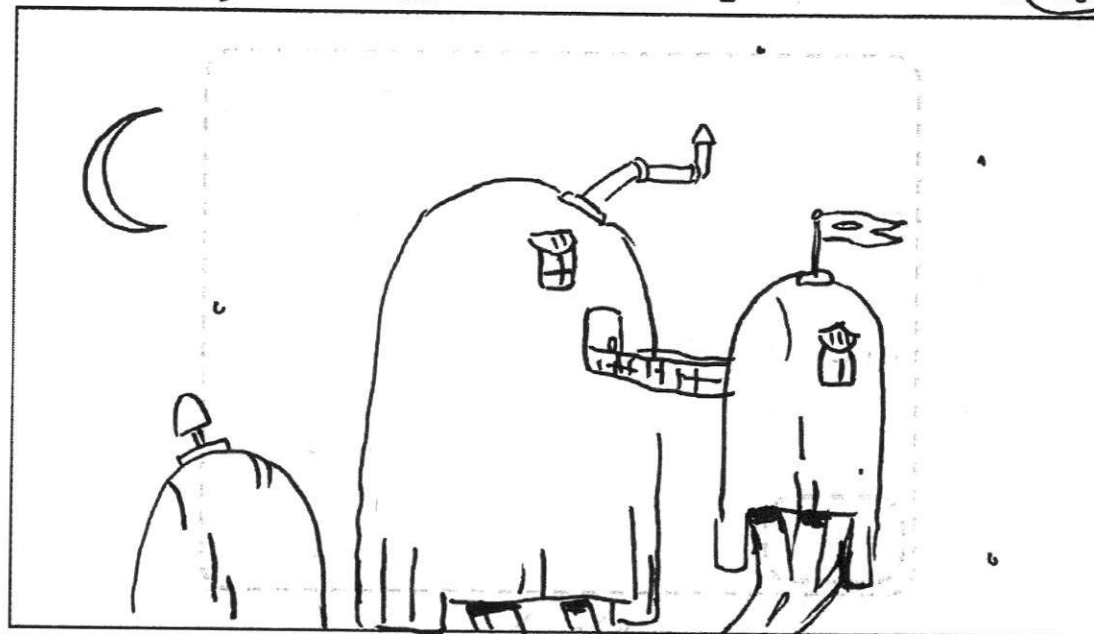
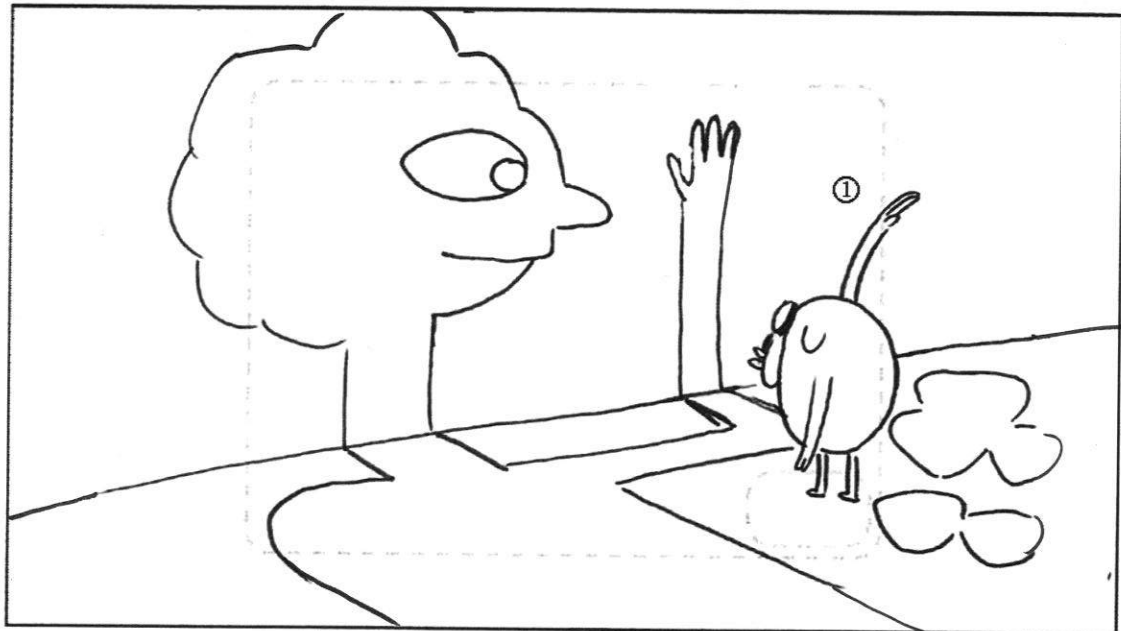
A

Bg.

Page

44

day night



Dialog:

(J) LATUHS.  
sfx (SLAP)

Action:

-Take high-fives Prismo)

TREE HOUSE NIGHT

Timing:

NOV 04 2013



EPISODE #

1025-166

1025/166

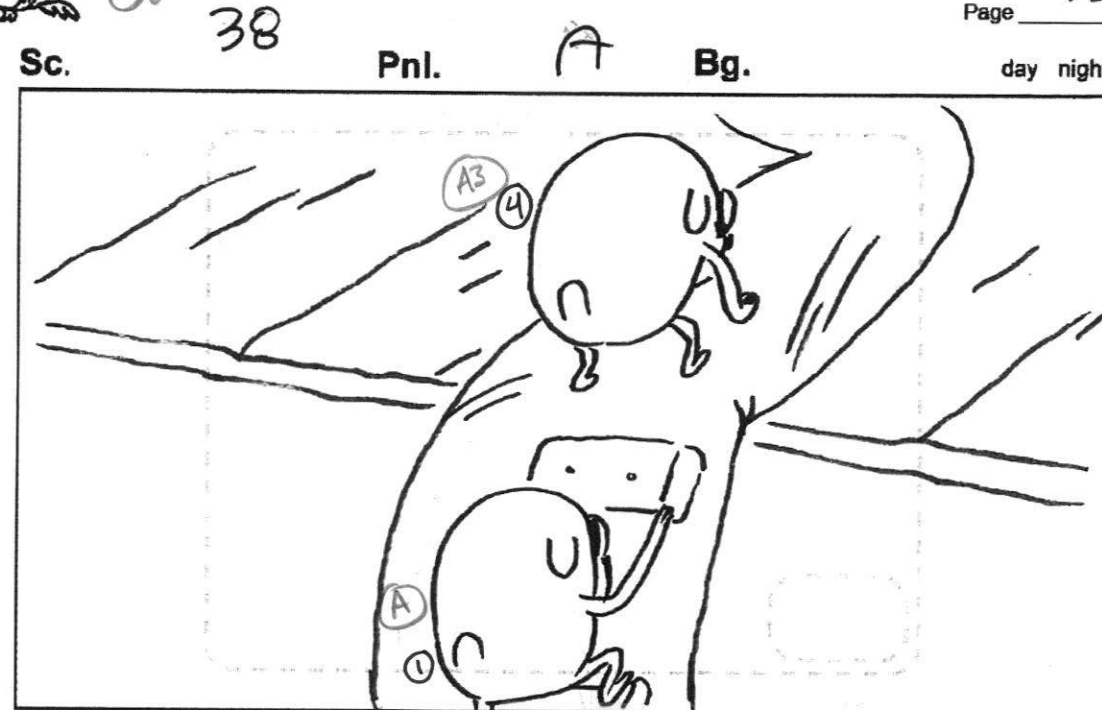
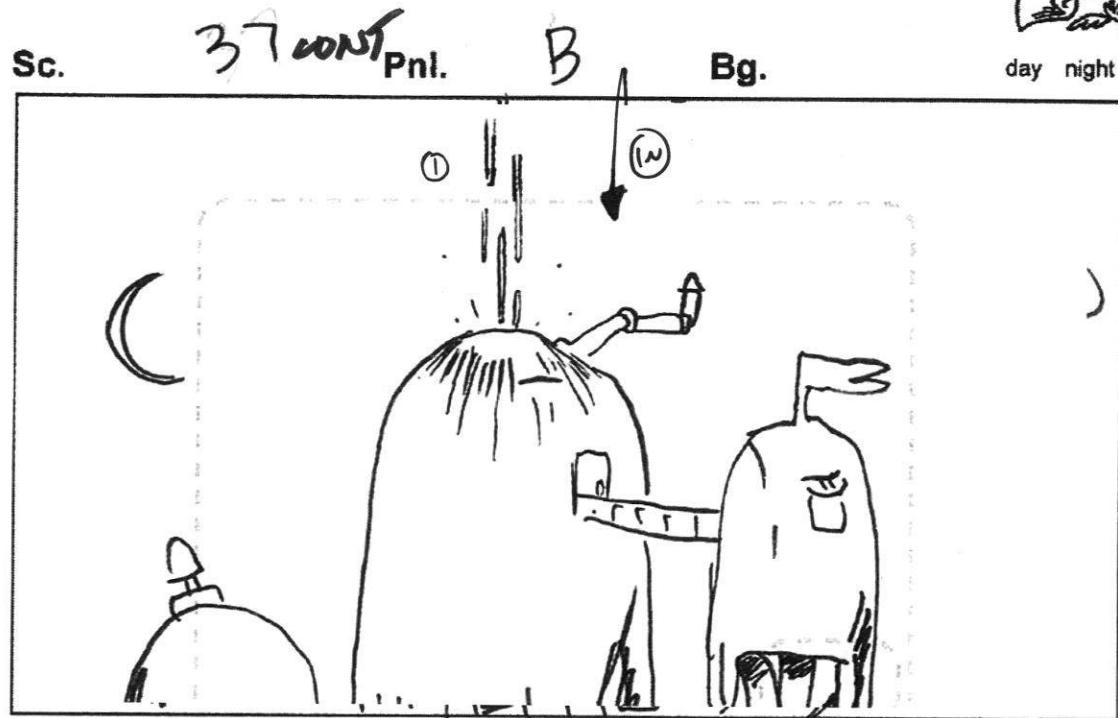
Production :

1025/166

# ADVENTURE TIME



Page 45

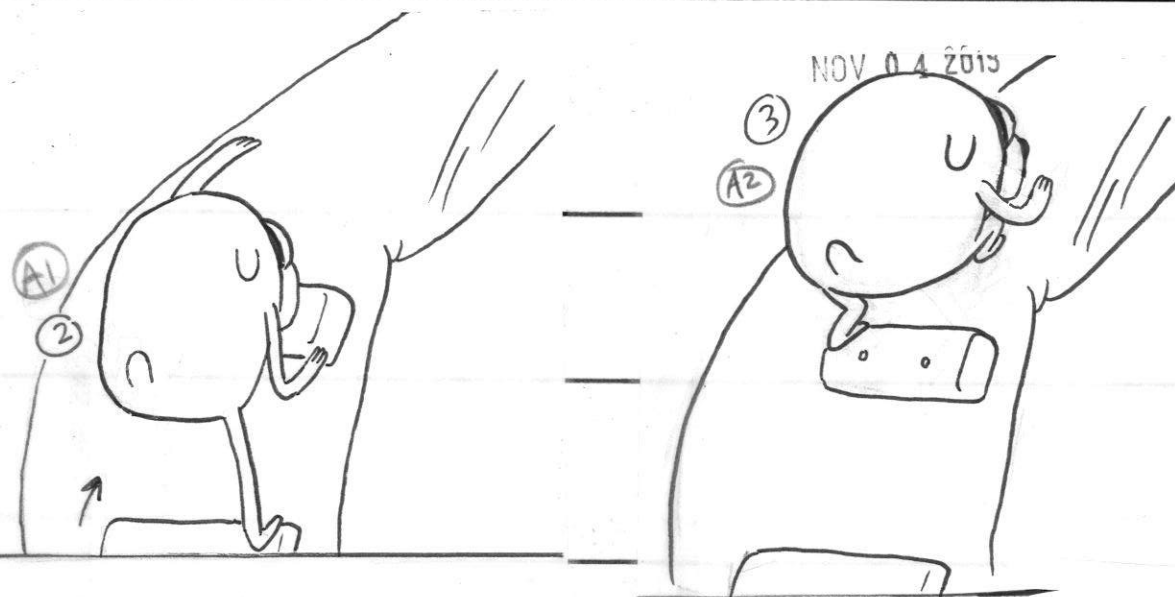
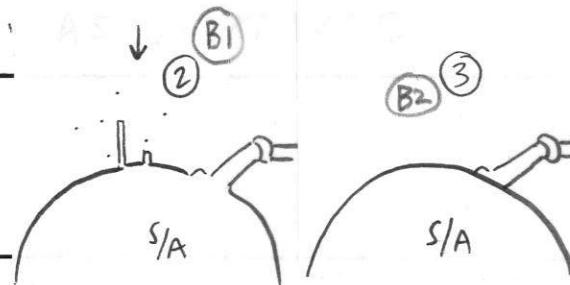


Dialog:

SEX: \* SHYUUU

Action: - TAKE BEAMS  
ONTO ROOF AS  
LIGHT BARS

Timing:



Production :

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# ADVENTURE TIME



Page 46

day night

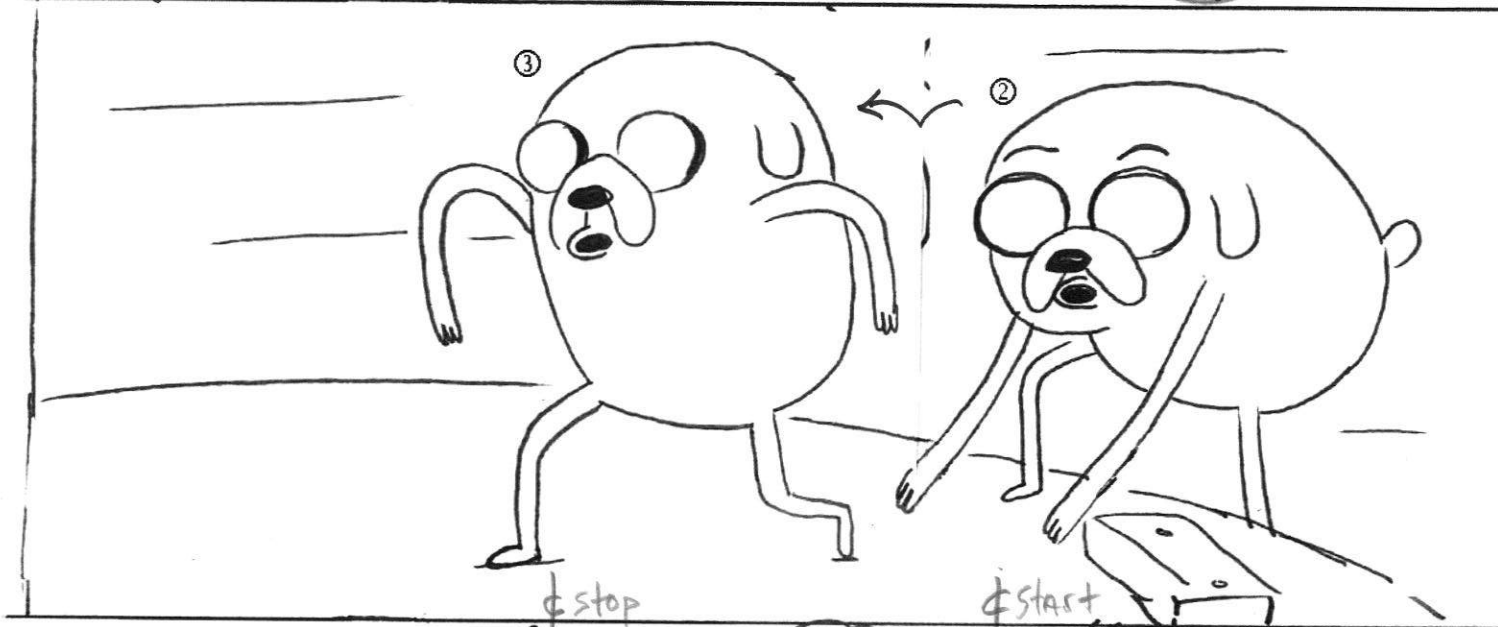
Sc 39

B

Bg. A

Hu  
Cut

Hu  
Cut



Dialog:	<p>PAN w/ JAKE</p> <p>SFX (CREAK CREAK)</p> <p>① AI</p>
Action:	
Timing:	

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Production :

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1025/166

HW  
cut

# ADVENTURE TIME



Sc.

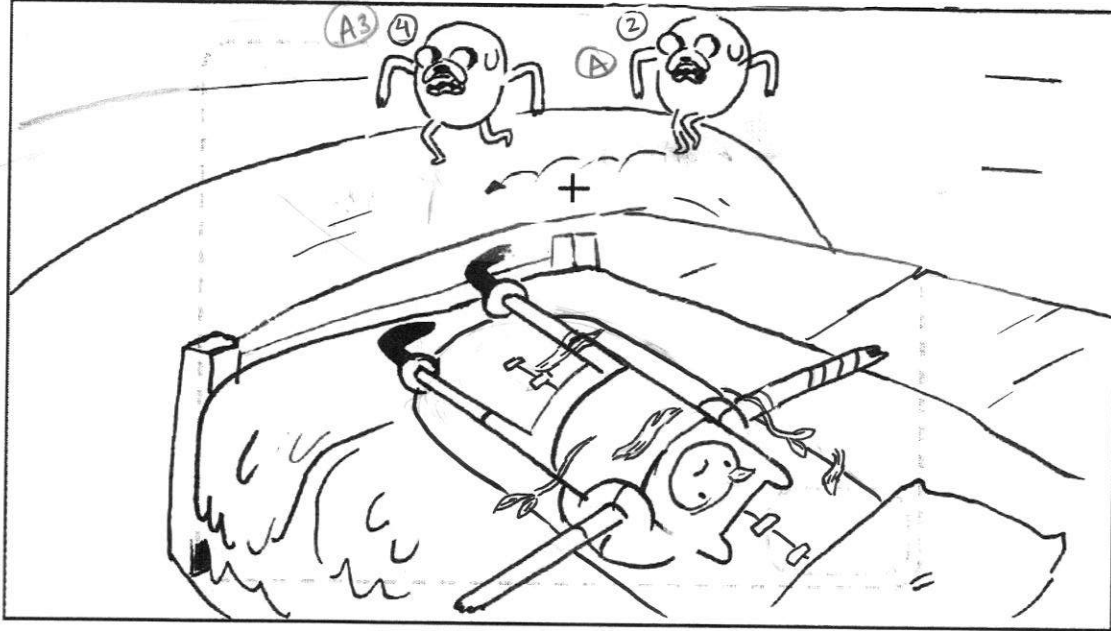
40

Pnl.

A

Bg.

day night



Sc.

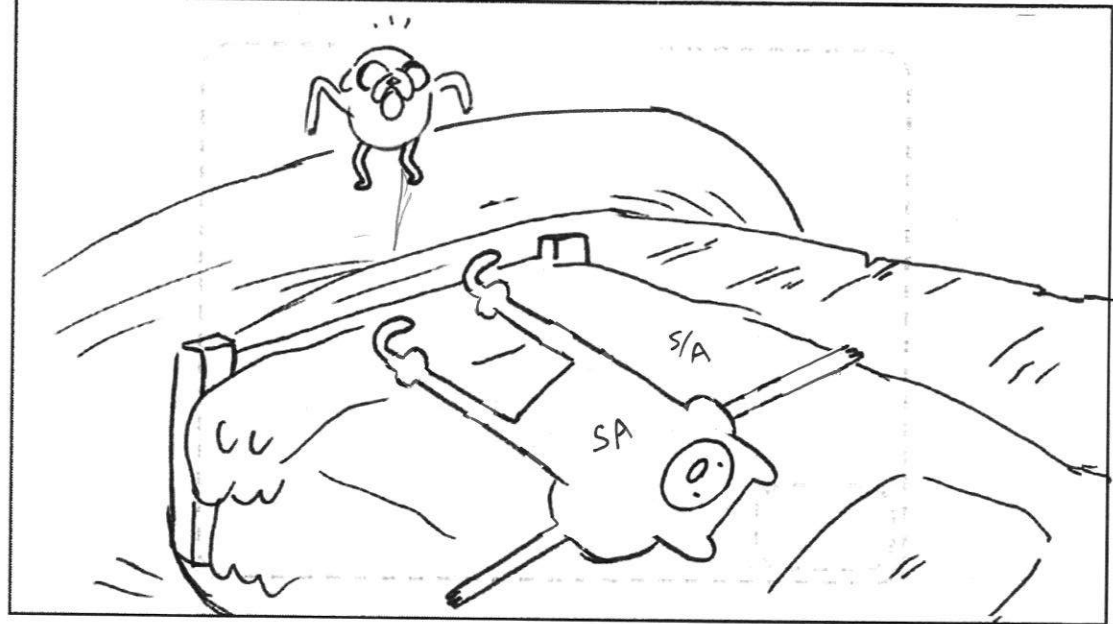
40 cont

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

A1



A2



A3



(Jake walks softly toward<sup>his</sup> head)

(F) JAKE, WHERE WERE YOU?

NOV 04 2013

'J whips head towards FINN)

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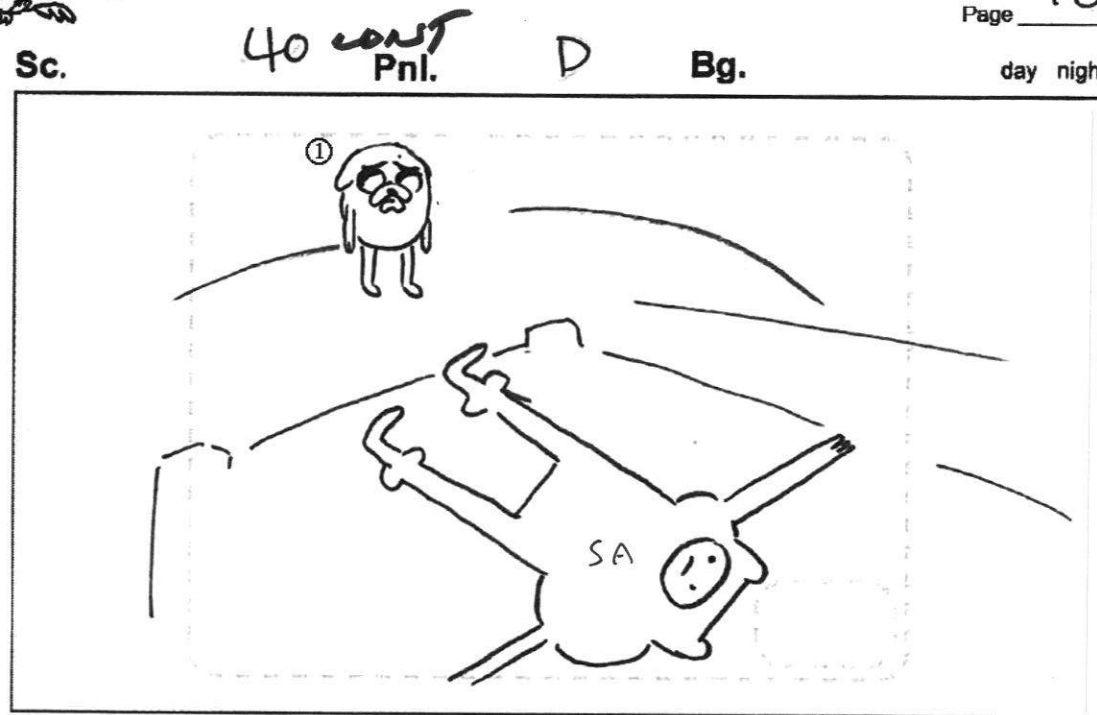
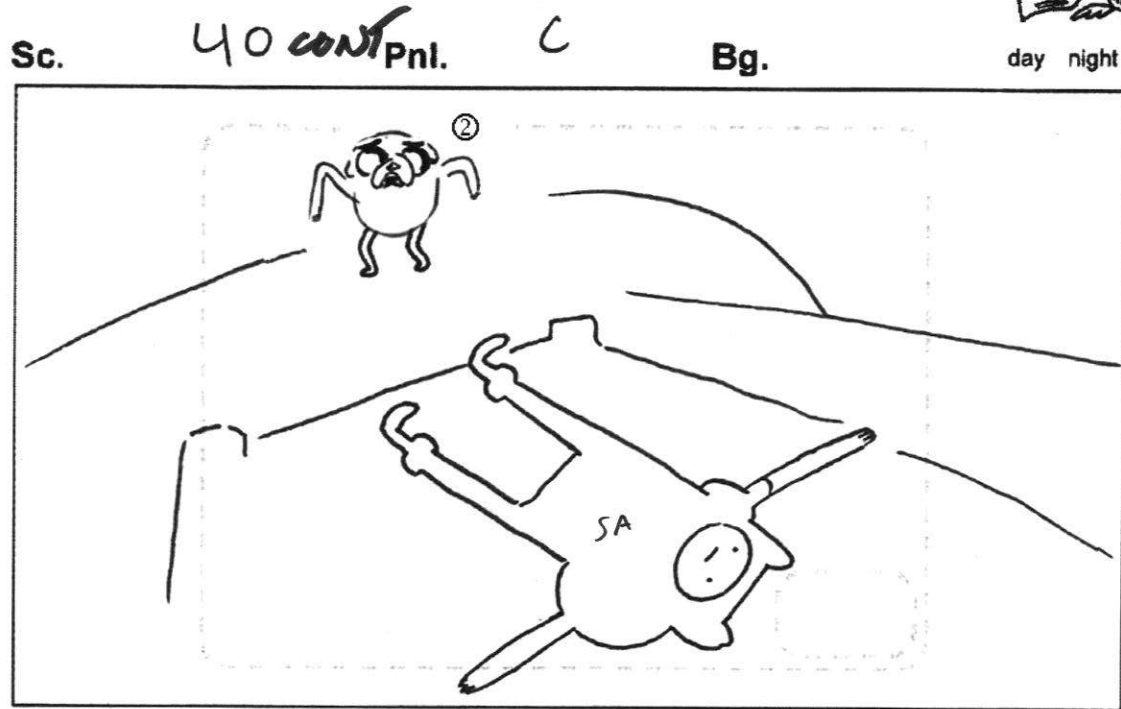
Production :

1025/166

# ADVENTURE TIME



Page 48  
day night



Dialog:

⑤ I... was... in the...  
uh...

⑤ alright man, I'm gonna come  
clean, I've been doing a  
lot of partying at Prismo's  
lately.

Action:



Timing:



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Production :

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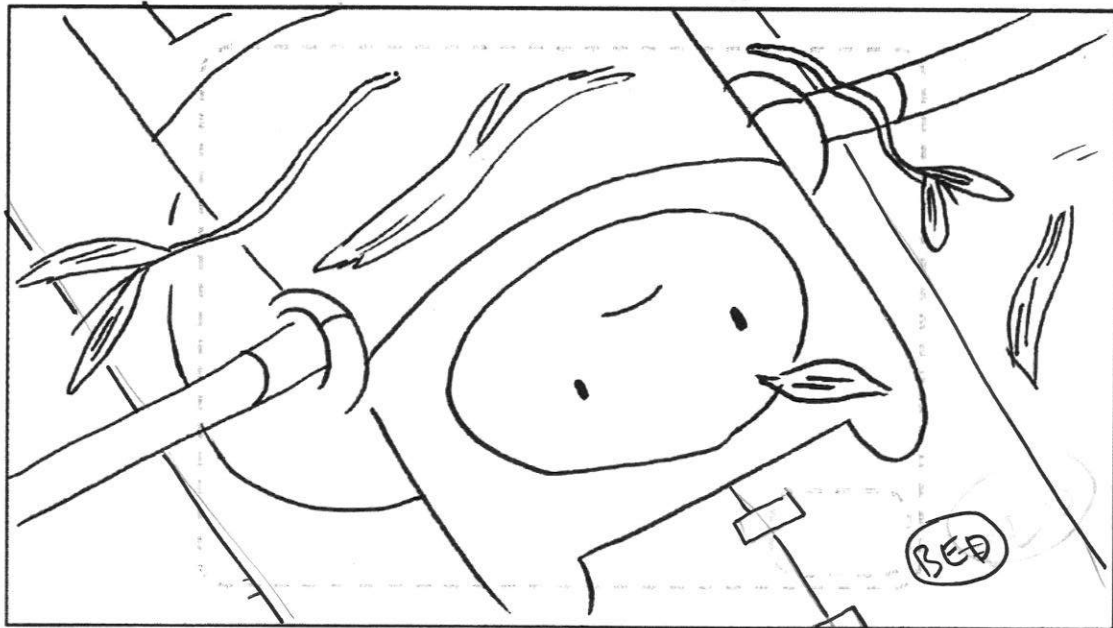
HU  
Cut

# ADVENTURE TIME

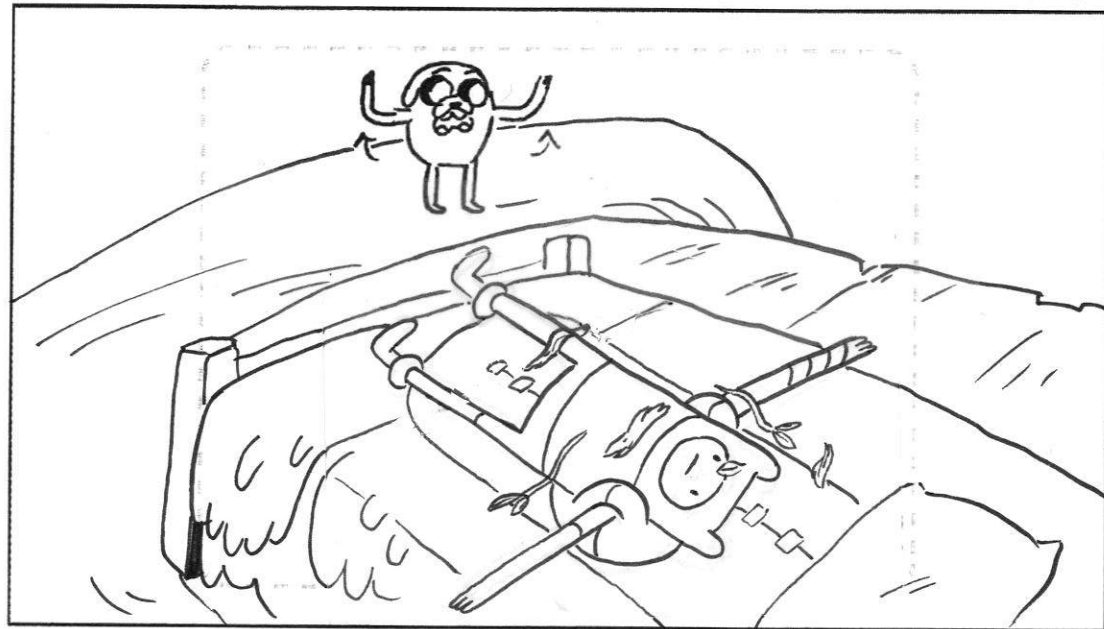


HU  
Cut

Sc. 41 Pnl. A Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:

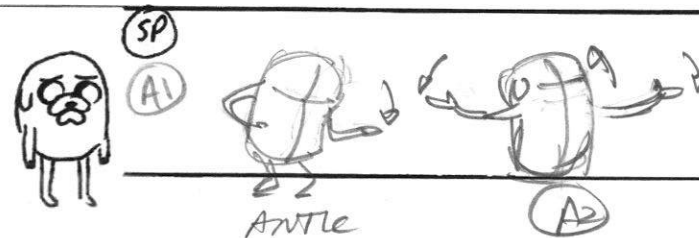
(BEAT)

(J) C'MON MAN I DON'T EVEN  
TAKE LADY UP THERE!

Action:

-FINN HAS BITS OF SEAWEEED ON HIM.

Timing:



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Production :

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HU  
Cut

1025/166

# ADVENTURE TIME

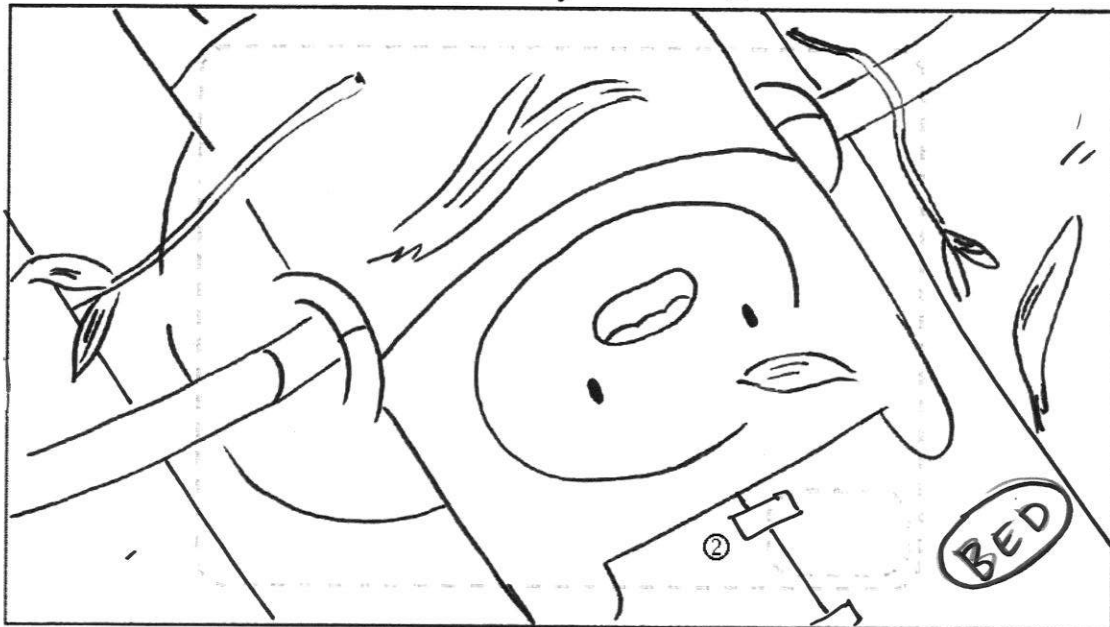


cut  
44

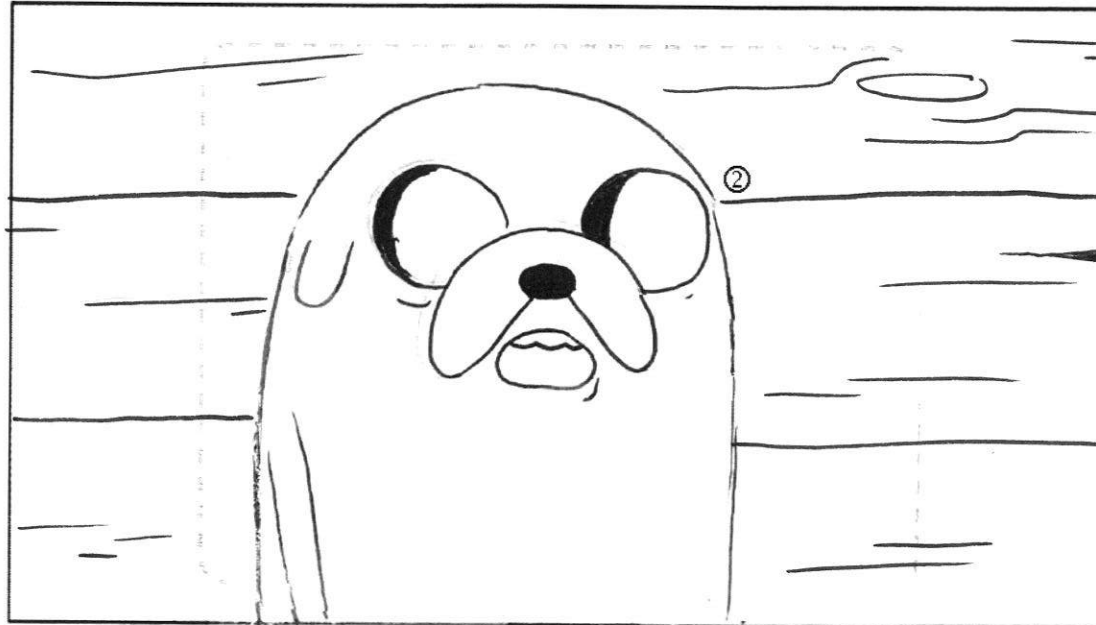
Page 50

cut

Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



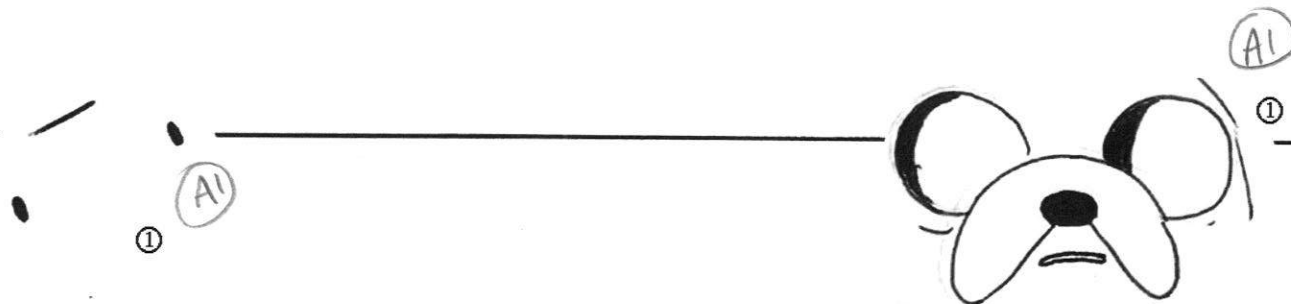
Dialog:

(F) Dude ... I found out my human dad is still alive...

(J) Whoa, what?

Action:

Timing:



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Production :

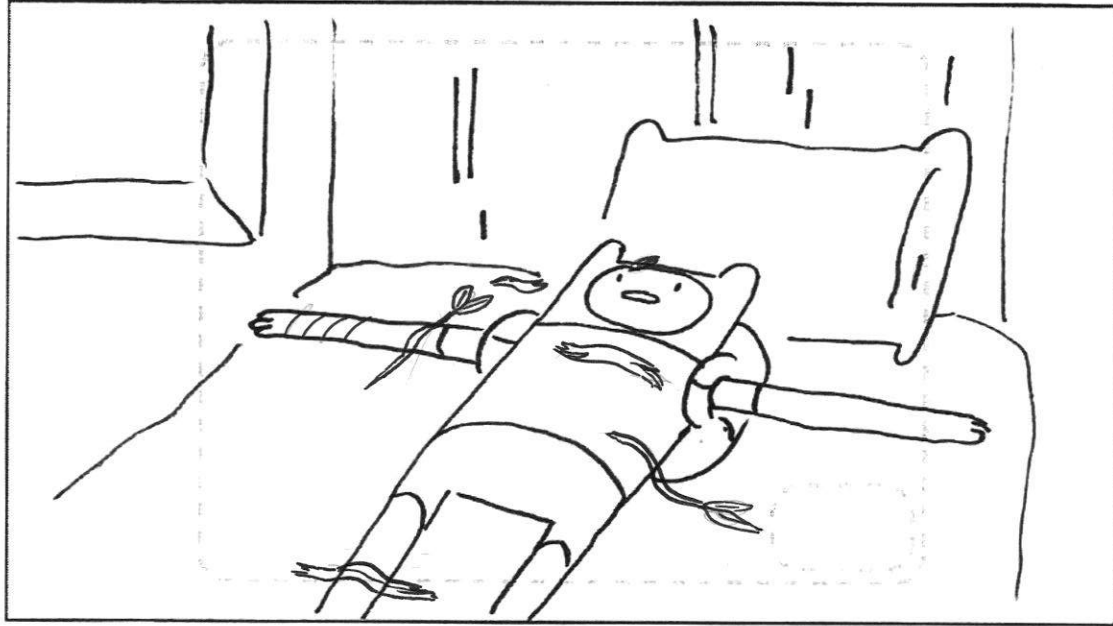
1025/166

1025/166

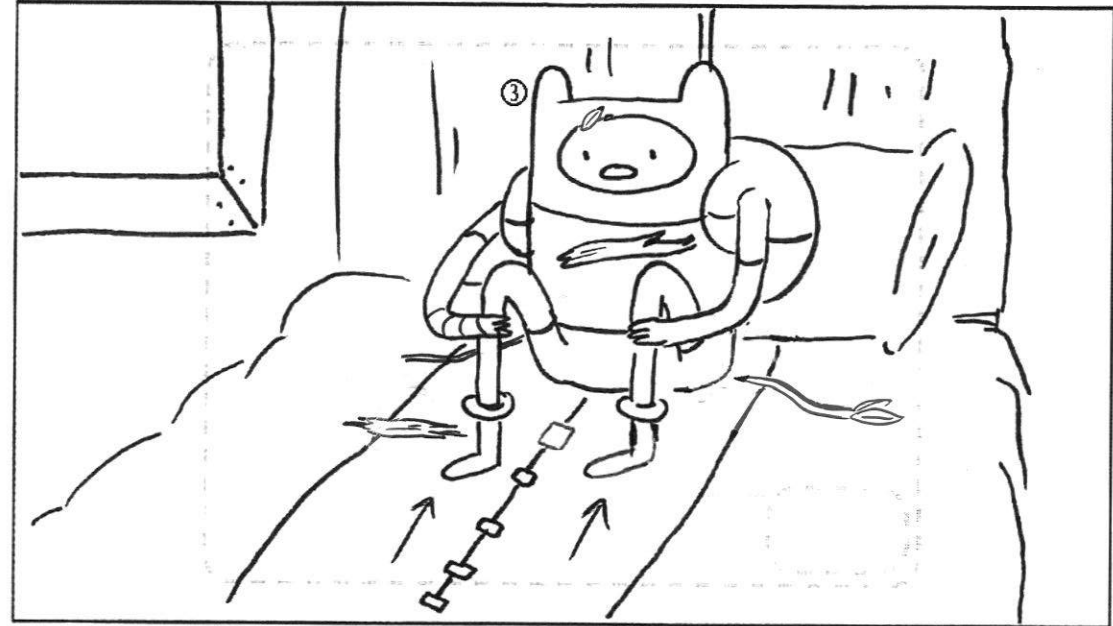
# ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 <sup>CONT</sup> Pnl. B Bg. day night



Dialog:

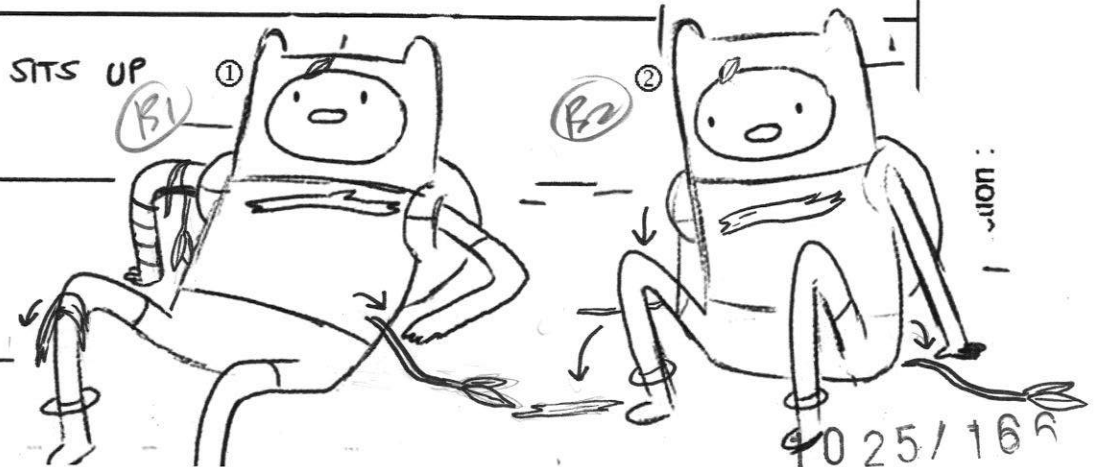
(F) He's AT SOME PLACE called the citadel.

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Action:

- FINN SITS UP

Timing:



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1025/166

union:

1025/166



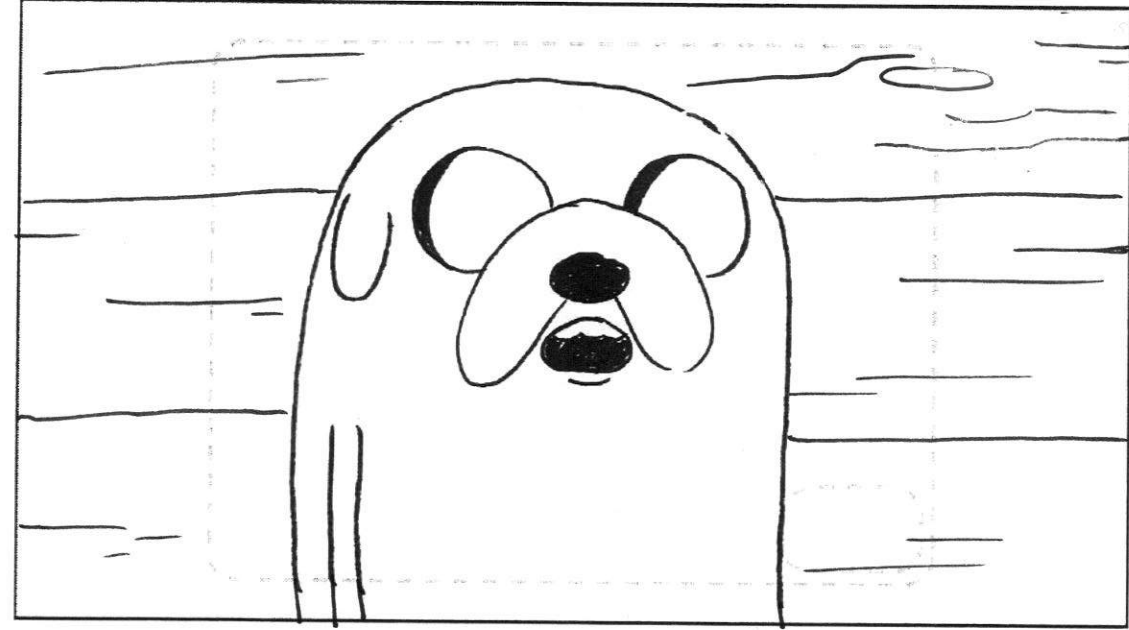
Cut

# ADVENTURE TIME

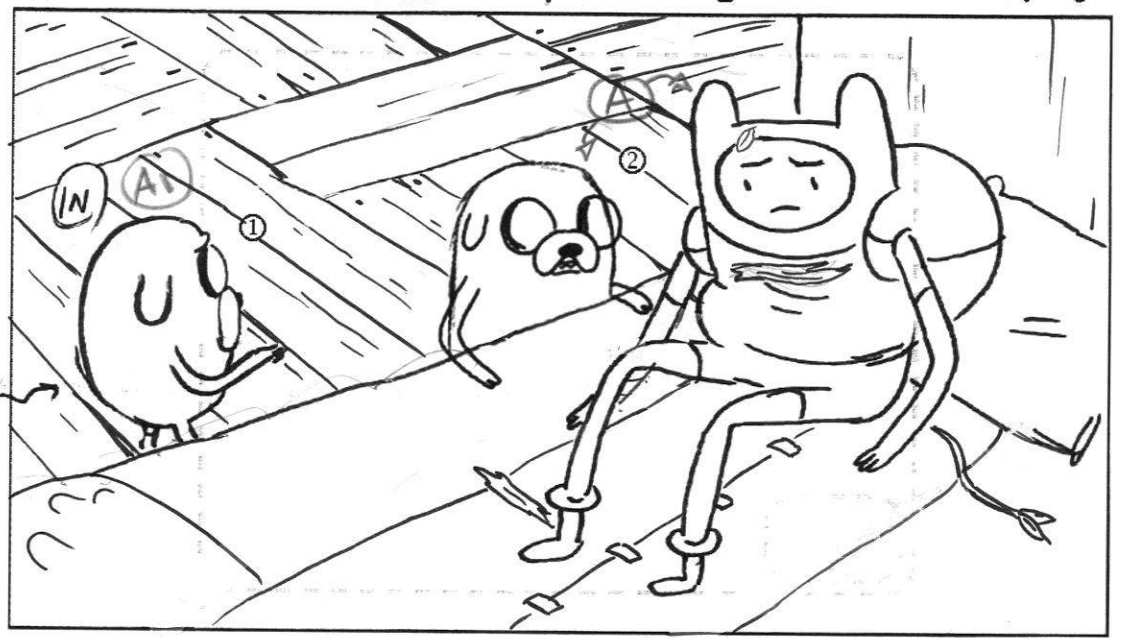



Cut

Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:	(J) whoa.
Action:	-J. WALKS ON/S.
Timing:	 NOV 04 2013

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Production :

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# ADVENTURE TIME



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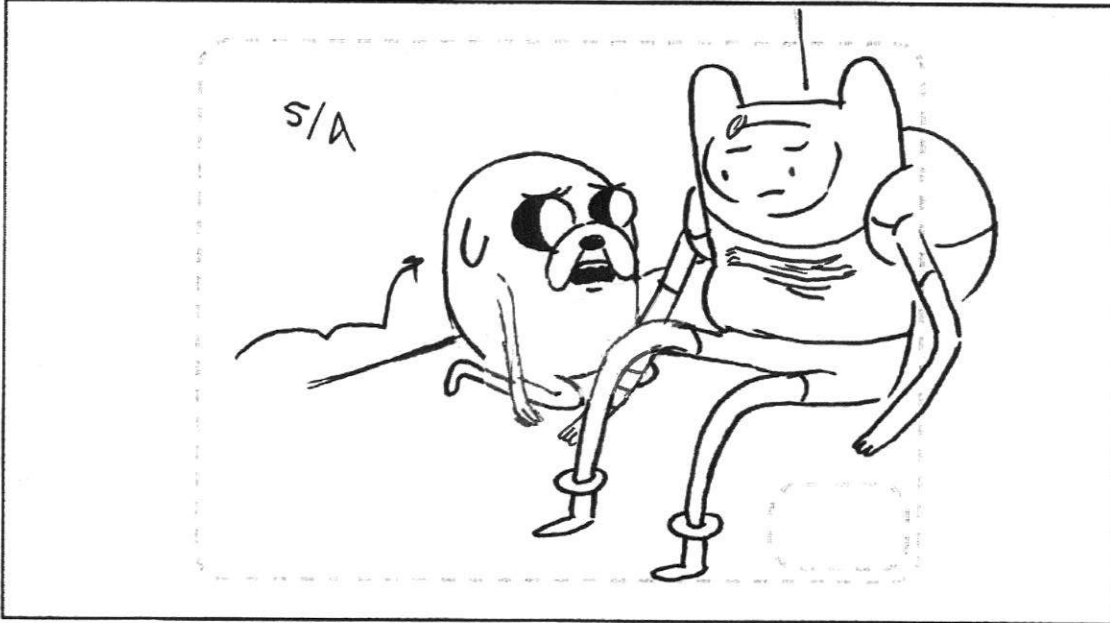
Sc.

47 cont Pnl.

B

Bg.

day night



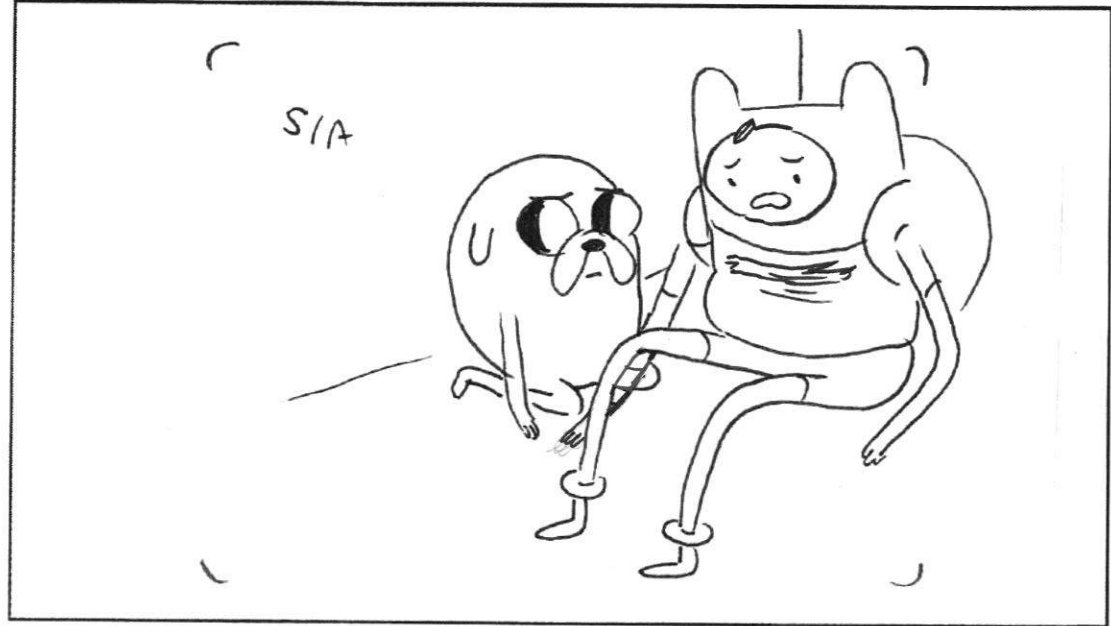
Sc.

47 cont Pnl.

C

Bg.

day night



Dialog:

(5) are... are you gonna go see him... ?

Action:

- J. GETS UP ON BED NEXT TO FINN.

Timing:

(6) I dunno...

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Production :

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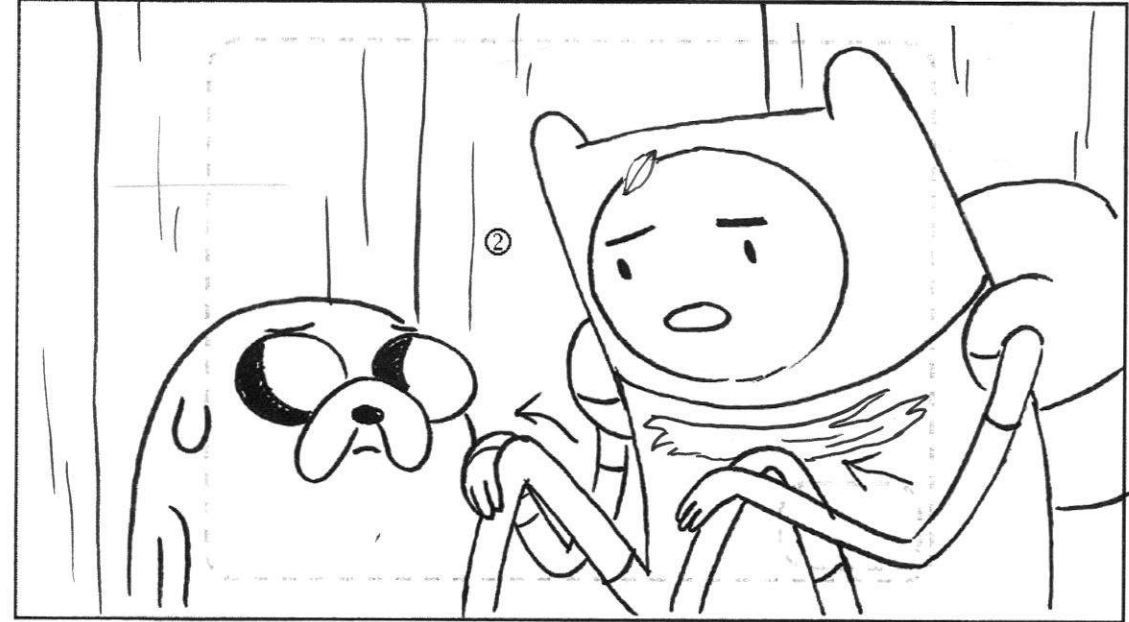
1025/166

Hi  
Cut

# ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. 48 cont Pnl. B Bg. day night



Dialog:	F/ Maybe I shouldn't. Maybe there's a good reason he didn't raise me...	LIKE ⓕ HE was probably captured by thieves and kept a slave for years...
Action:		
Timing:		



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Production :

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# ADVENTURE TIME



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Sc. 48 CONT Pnl. C Bg. day night



Sc. 48 CONT Pnl. D Bg. day night



Dialog:

(5) Yeah, maybe he was ambushed in the wild and hid you so you wouldn't be captured, too.

(F) Yeah...

Action:

Timing:

(C1) (C2)

NOV 04 2013

EPISODE #

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Production :

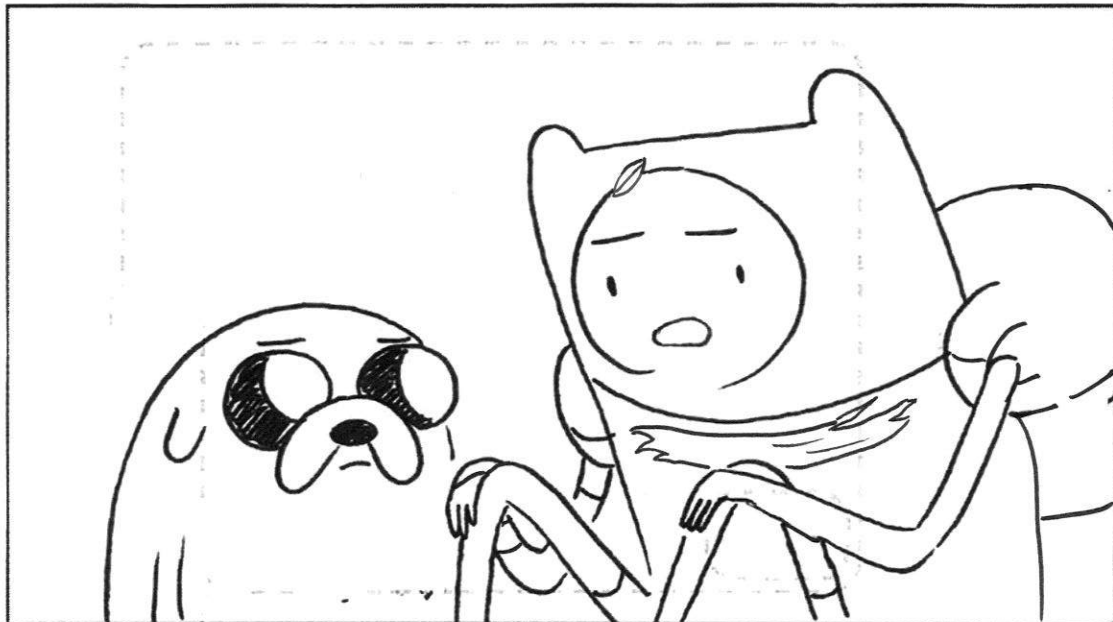
1025/166

# ADVENTURE TIME

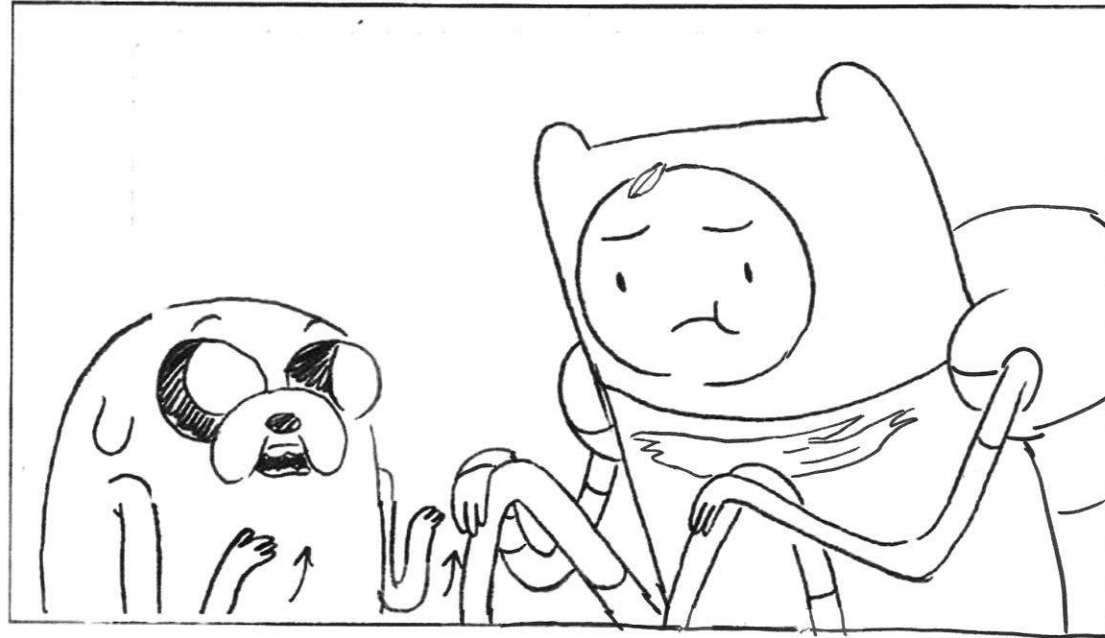


Page 56

Sc. 48 cont Pnl. E Bg. day night



Sc. 48 cont Pnl. F Bg. day night



Dialog:

(F) maybe it's better not  
to rock the boat.

(J) BUUUUT

Action:

NOV 04 2013

Timing:

Production :

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1025/166

# ADVENTURE TIME



Page 58

Sc.

48 *cont*  
Pnl.

G

Bg.

day night

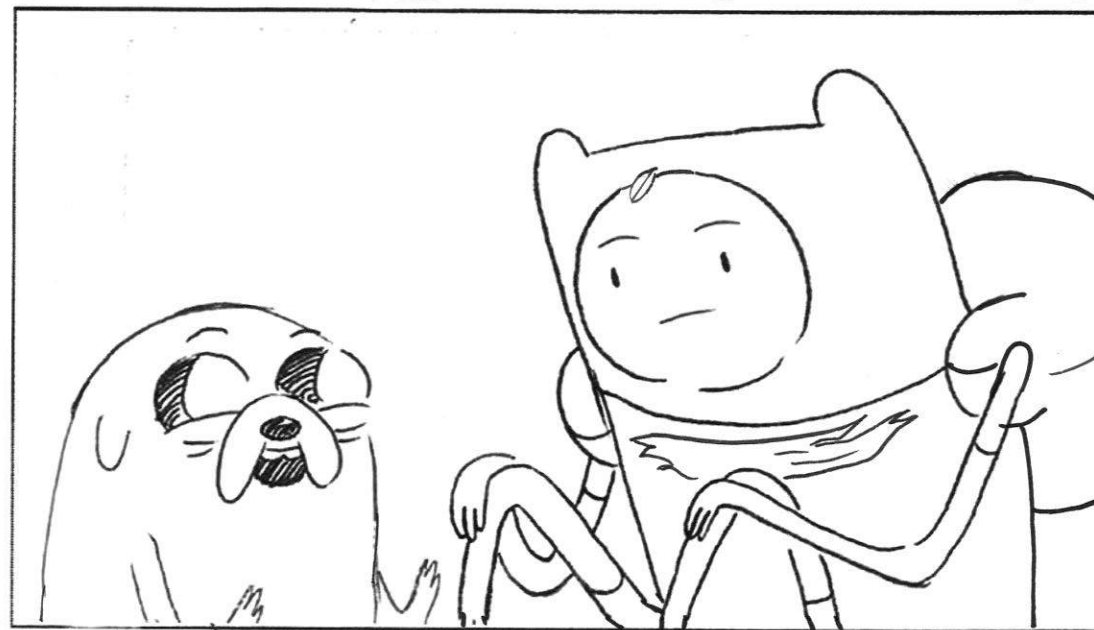
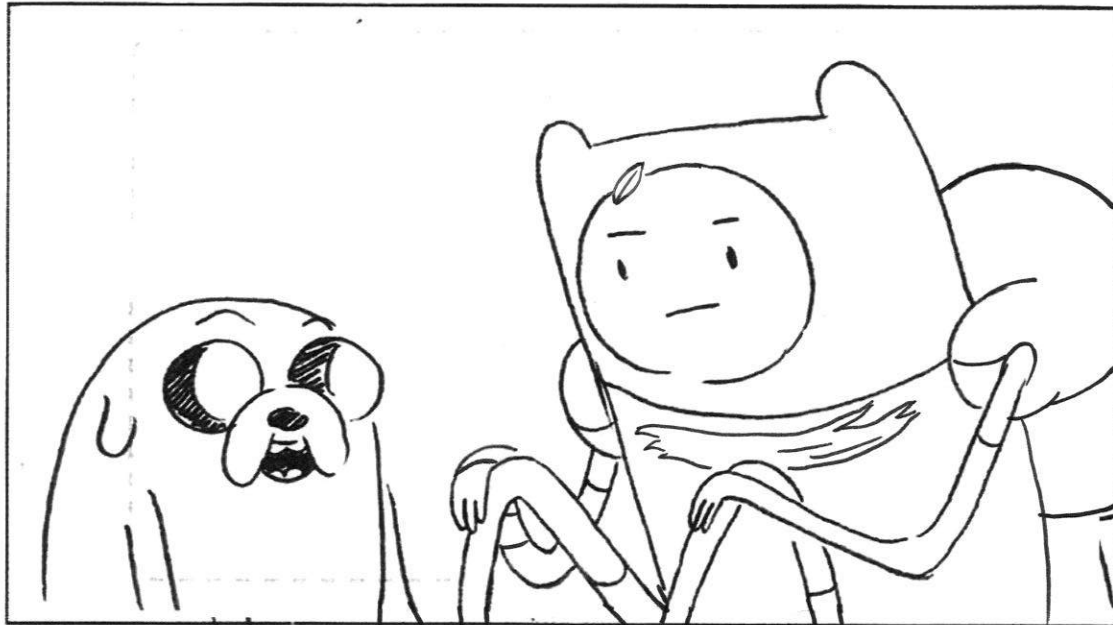
Sc.

48 *cont*  
Pnl.

H

Bg.

day night



Dialog:

(J) IT MIGHT ALSO BE  
GOOD TO FIND OUT IF YOU  
GOT ANY GENETIC RISK FACTORS

(J) OR ALLERGIES OR  
WHATEVER

Action:

NOV 04 2013

Timing:

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Production :

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# ADVENTURE TIME



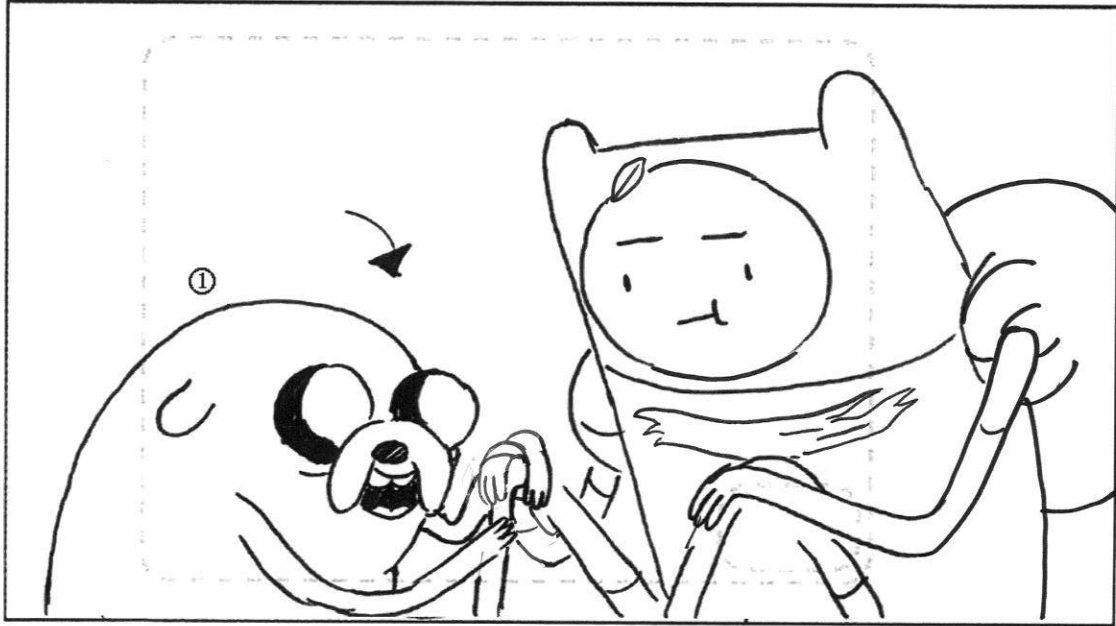
Page 58  
day night

Sc.

48 *cont* Pnl. I

Bg.

day night

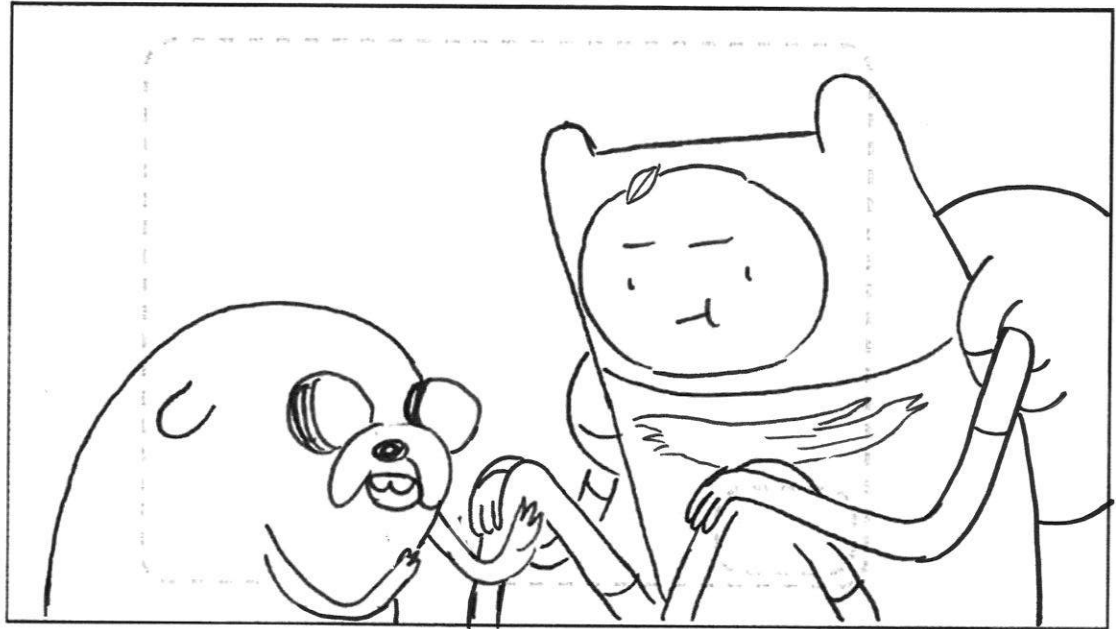


Sc.

48 *cont* Pnl. J

Bg.

day night



Dialog:

⑤ plus you get to see  
what you look like as an old guy

⑥ C'MON! THAT AIN'T  
ALL THAT BAD RIGHT?

Action:



Timing:

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Production :

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*Hi  
Art*



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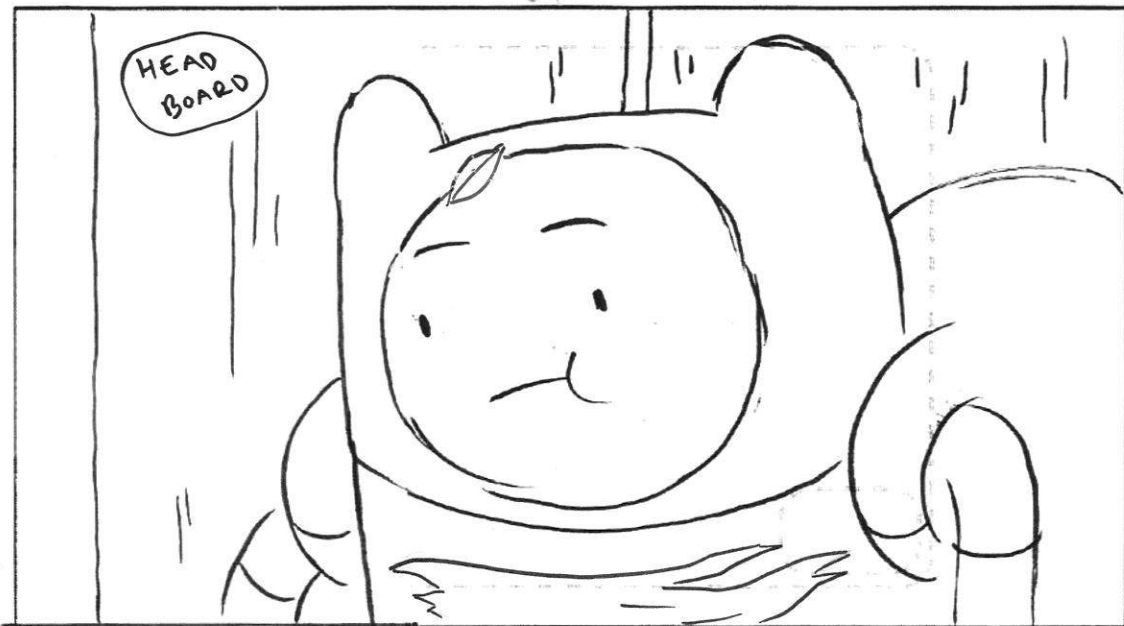
He cut

# ADVENTURE TIME

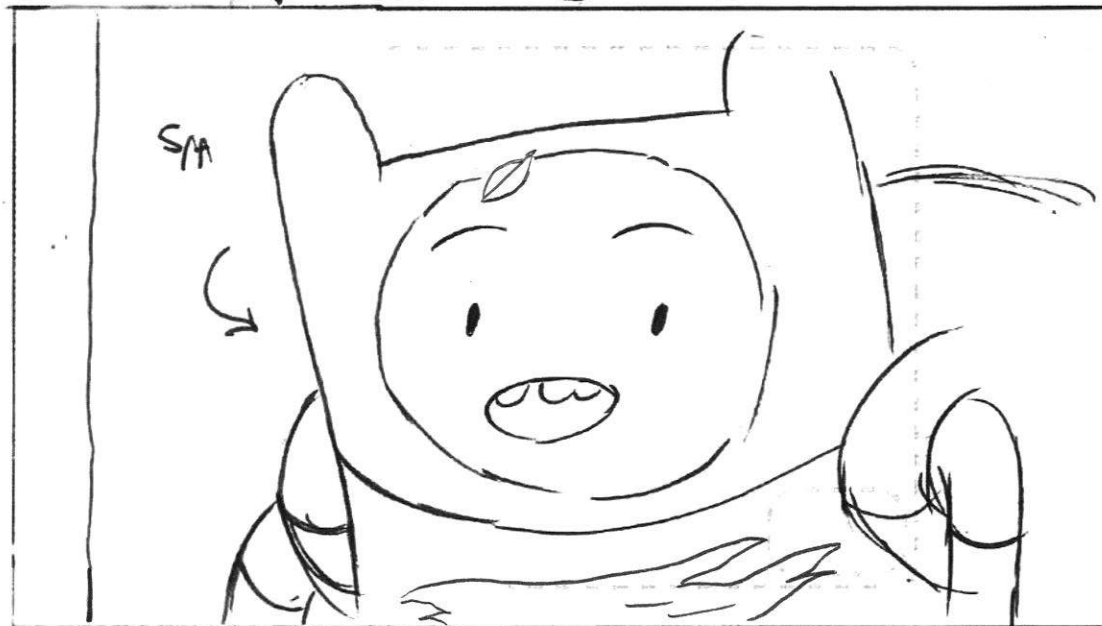


Page 59

Sc. 49 Pnl. A Bg. day night



Sc. 49 cont Pnl. B Bg. day night



J(D.S) COULD BE COOL...

(F) HEH, I guess it  
WOULD BE OKAY TO  
MEET HIM.

Action:

(THINKS FOR A BEAT)

NOV 04 2013

Timing:

Production :

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# ADVENTURE TIME



Hy  
Cust

Page 60

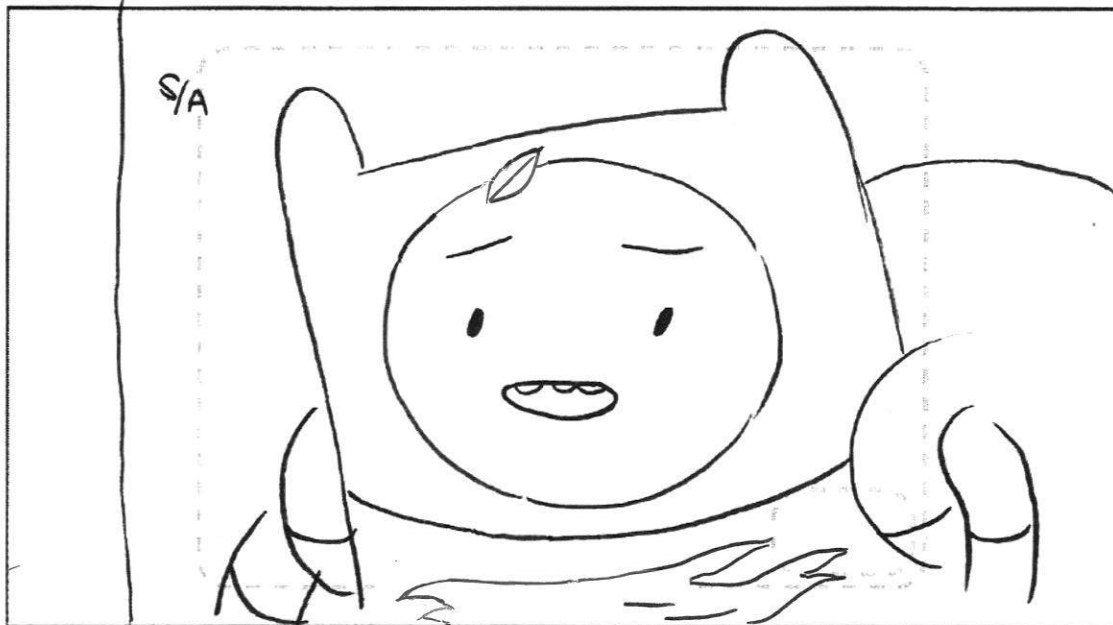
Sc.

49 CONT Pnl.

C

Bg.

day night



Sc.

50

Pnl.

A

Bg.

day night



Dialog:

(f)

JUST TO KNOW WHAT I'LL LOOK LIKE...

(5) COOL

Action:

(Jake stands up)

NOV 04 2013

Timing:

Production :

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1025/166

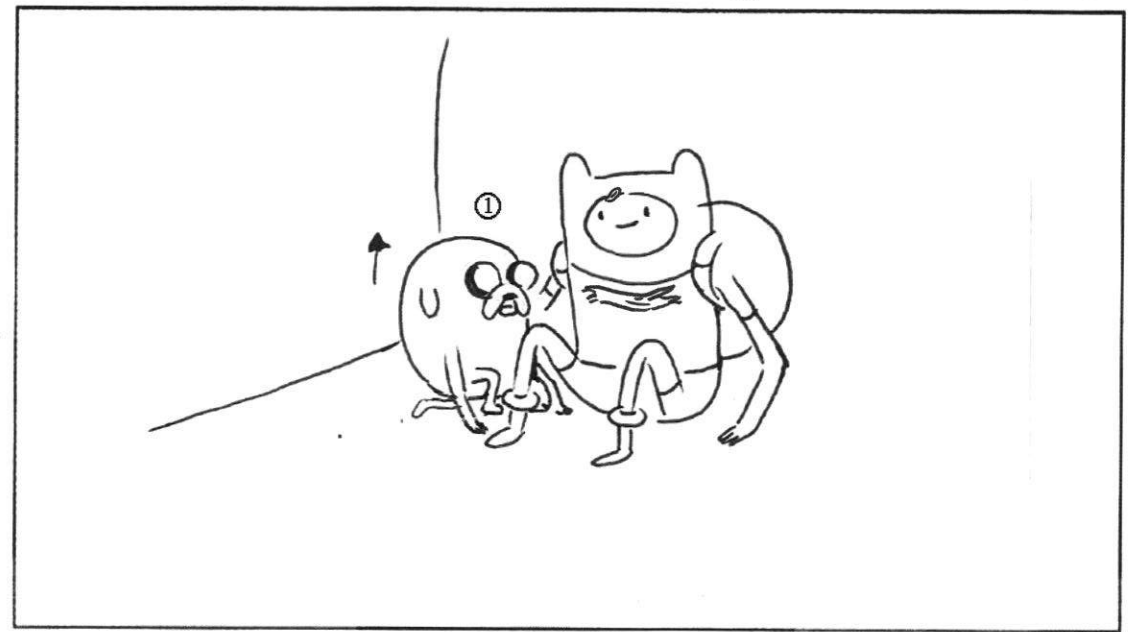
1025/166

# ADVENTURE TIME

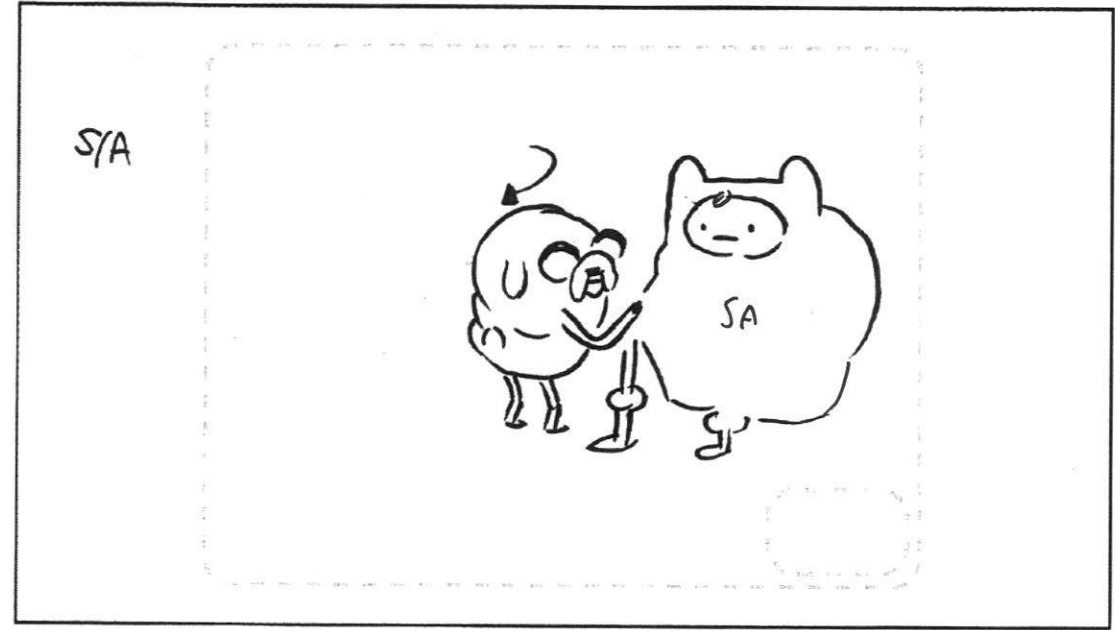


Page 61

Sc. 50 CONT Pnl. B Bg. day night



Sc. 50 CONT Pnl. C Bg. day night



Dialog:	<p>① OH! ...</p> <p>②</p> <p>③ IF WE HURRY PRISMO MIGHT STILL BE PARTYING.</p>
Action:	
Timing:	<p>NOV 04 2013</p>

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1025/166  
Production :

1025/166

# ADVENTURE TIME



Sc. 50 CONT Pnl. D Bg. day night

Sc. 50 CONT Pnl. E Bg. day night

Dialog:
Action: Take pops OUT LETTER
Timing:

(GRABS IT) (TURN AROUND)  
E1, 23 2  
NOV 04 2013

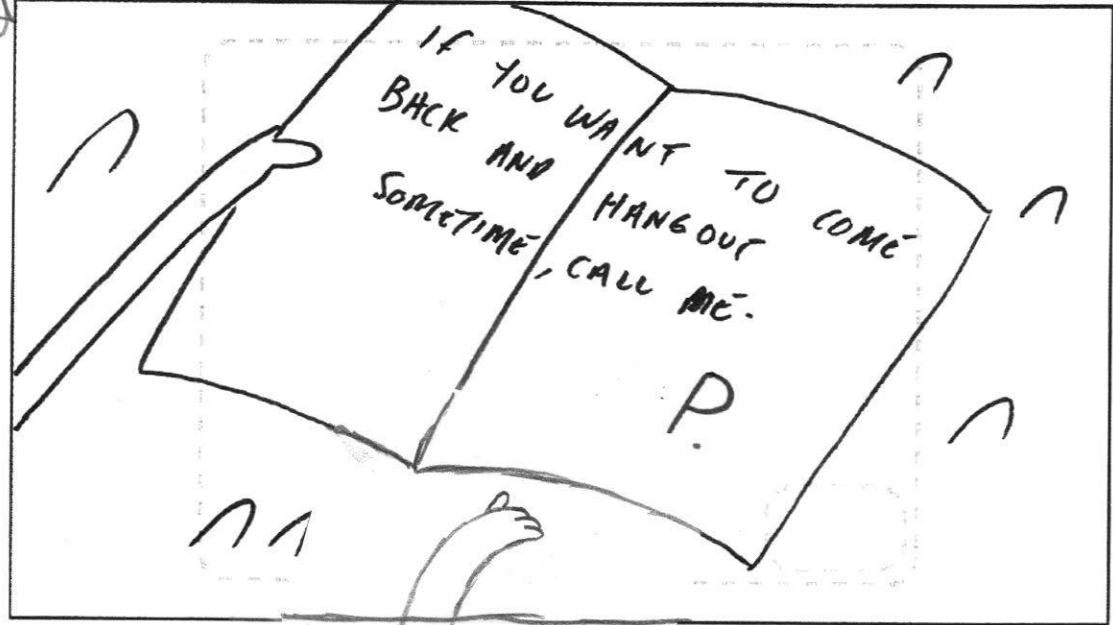
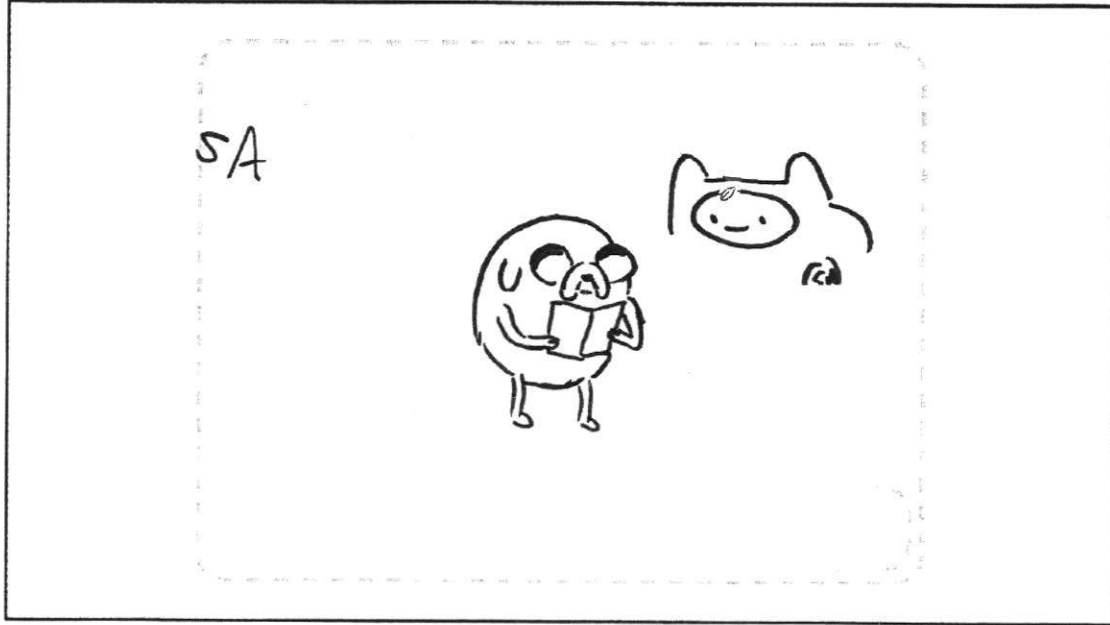
# ADVENTURE TIME



NO  
SC. 51

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Sc. 50 cont Pnl. F Bg. day night Sc. 52 Pnl. A Bg. day night



Dialog:	
Action:	( OPENS LETTER )
Timing:	NOV 04 2013



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Production :

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# ADVENTURE TIME



Sc.

5 2 *cont* Pnl. B

Bg.

day night



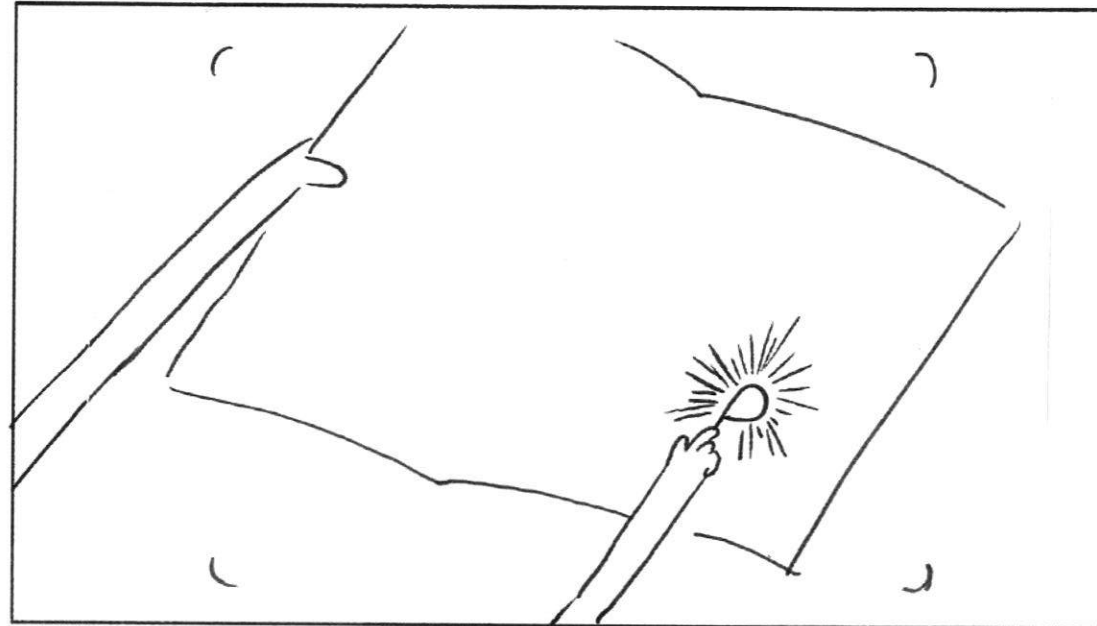
Sc.

5 2 *cont* Pnl. C

Bg.

Page

day night



Dialog:

Action:

-J. TOUCHES 'P' ON NOTE.

(Letter "P" glows)  
w/ fake touch

Timing:

NOV 04 2013

Production :

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Hi  
Cut

# ADVENTURE TIME



Page 64A

64A NEXT

Sc. 52A

Pnl. A

Bg.

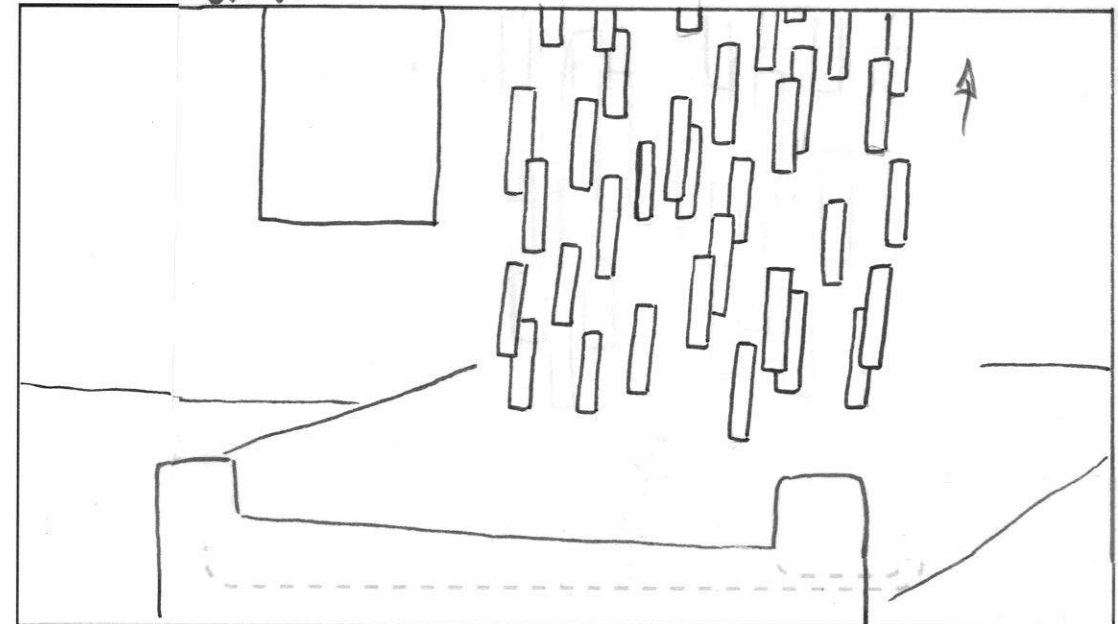
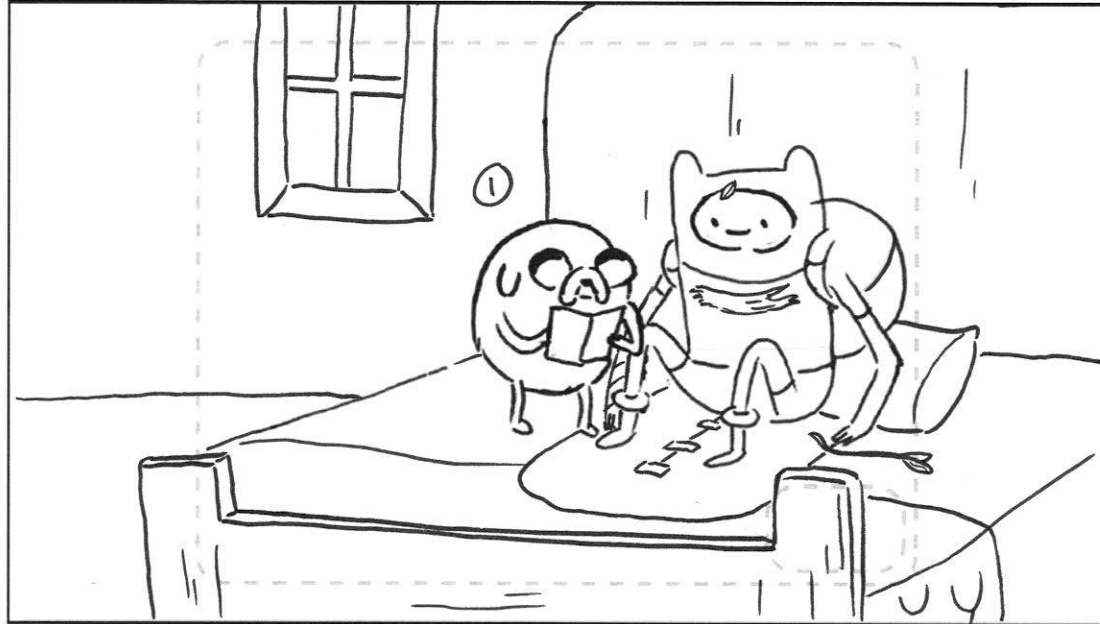
day night

Sc. 52A

CONT

Pnl. B

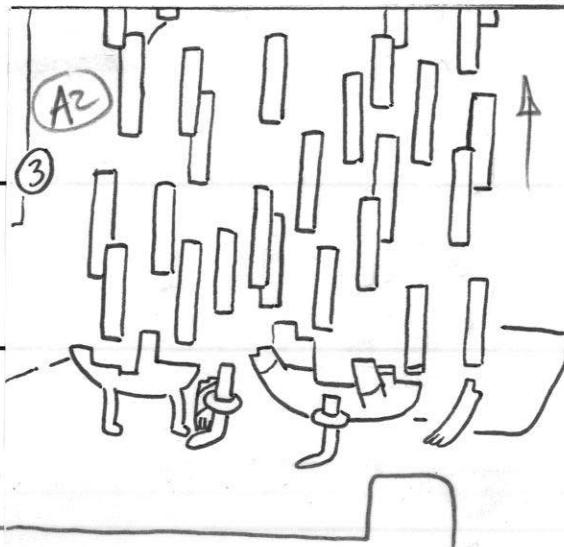
B-



Dialog:

Action:

Timing:



FIN & JAKE Morph Into  
BL LASER BEAM SHAPES NOV 0 4 2013  
Fly up 05.

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Production :

1025/166

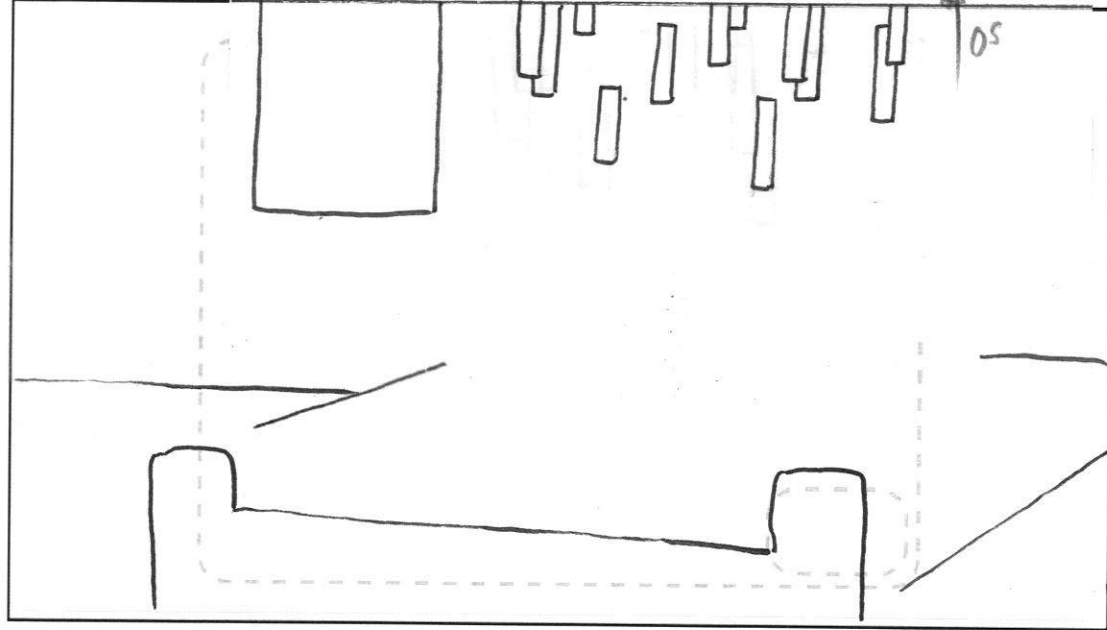
# ADVENTURE TIME



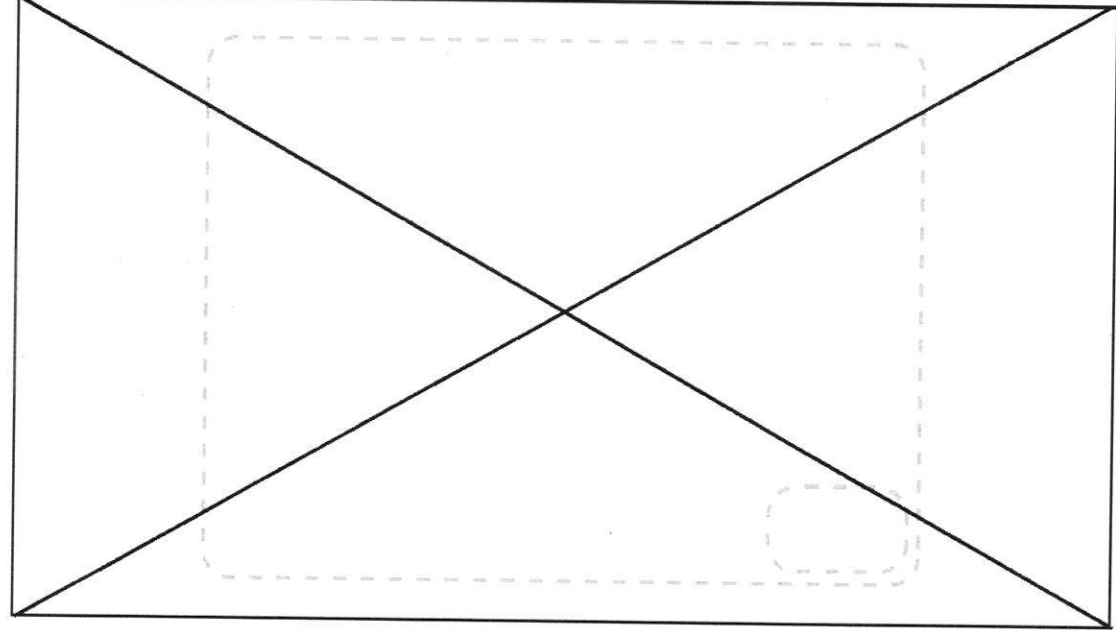
*Cont*

Page 64B  
**65 NEXT**  
day night

Sc. 52A *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

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Production :

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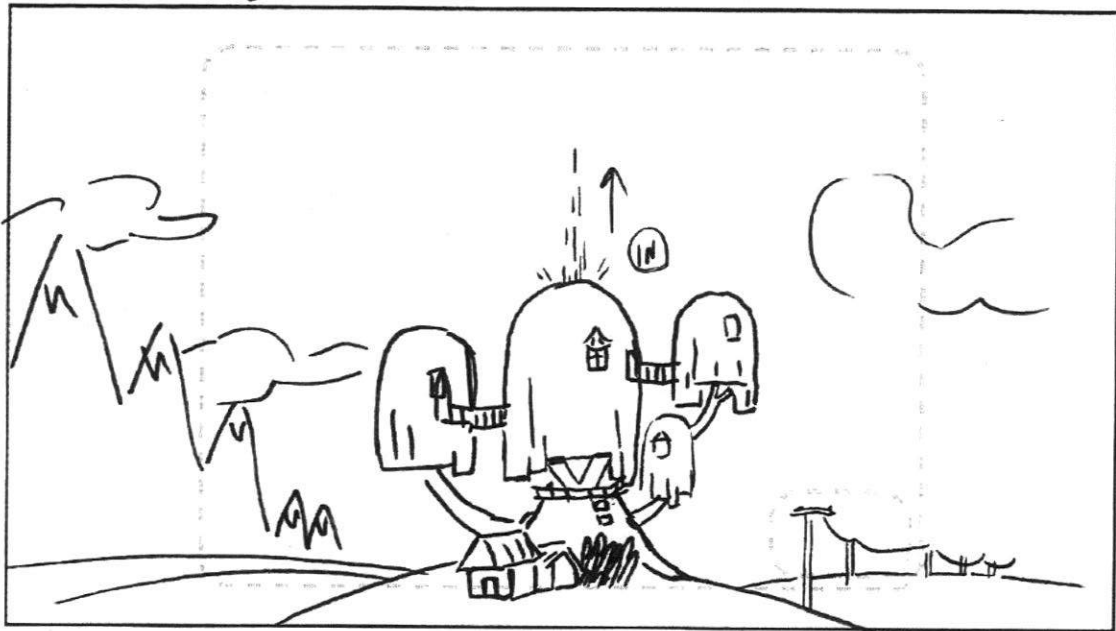
1025/166

# ADVENTURE TIME



Sc. 53 Pnl. A Bg.

day night

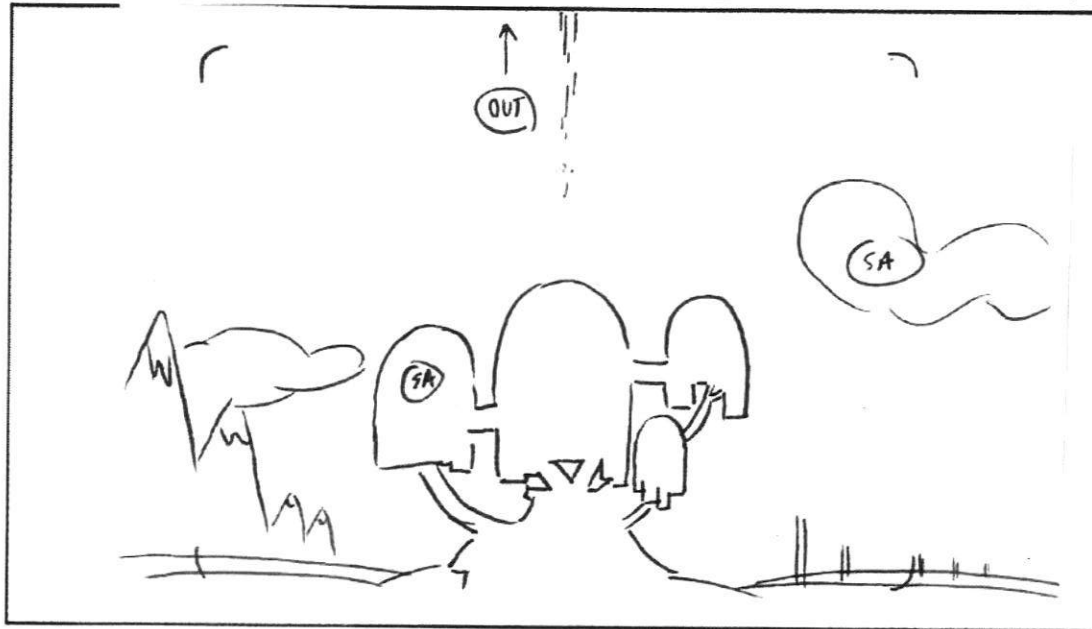


Sc.

53 cont Pnl.

B

Bg.



Page

65

65A NEXT  
day night

Dialog:

SEX: \* SHYUUX \*

Action:

(F+J BEAM OUT OF TREEHOUSE)

(Blast out of shot)

NOV 04 2013

Timing:

Production :

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1025/166

1025/166

Cut

# ADVENTURE TIME

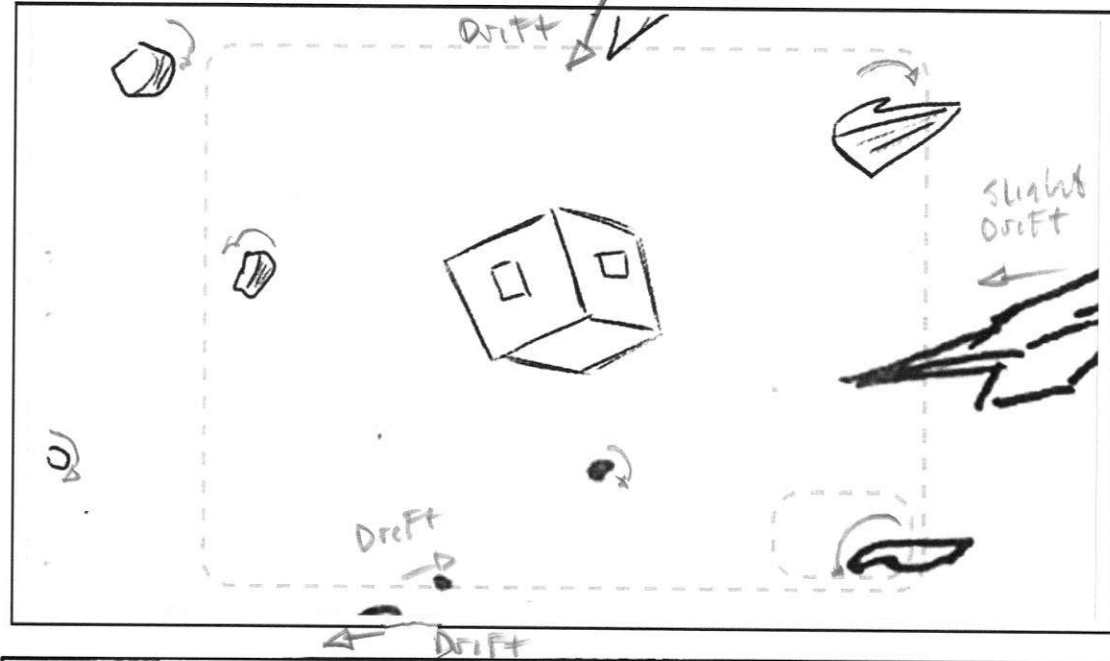


Sc. 53A

Pnl. A

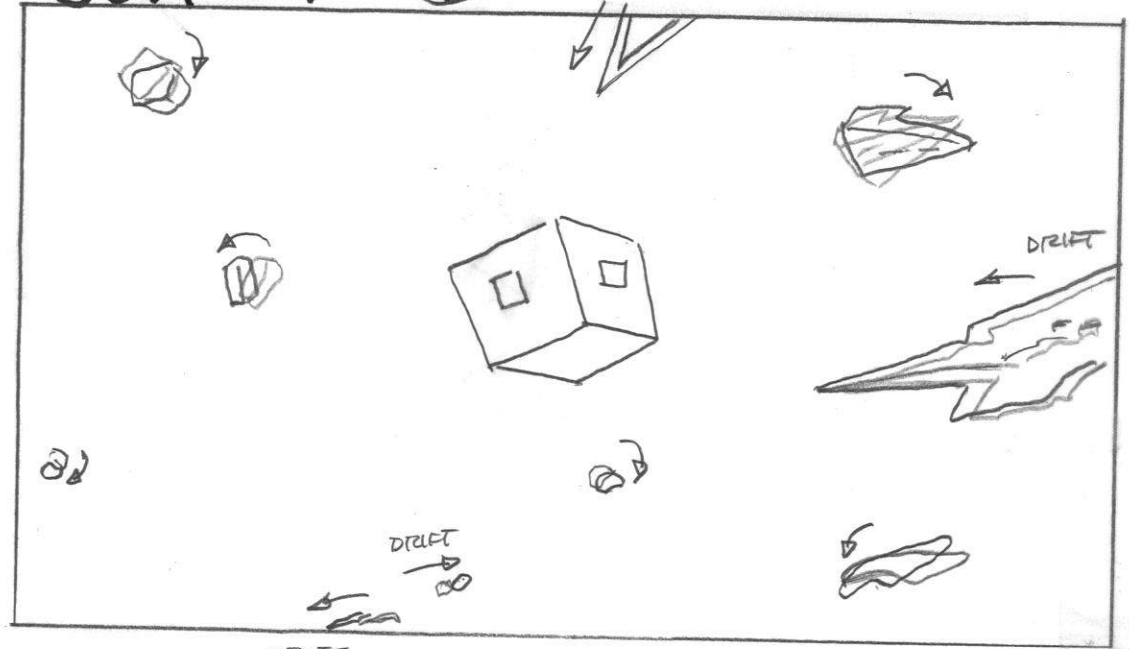
Bg.

day night



53A cont PNL B

DRIFT



65A  
66 NEXT

Cut

Dialog:

- \* All move very slow.
- \* Cube Holds (NO ACTION).

Action:

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Timing:

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Production :

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# ADVENTURE TIME

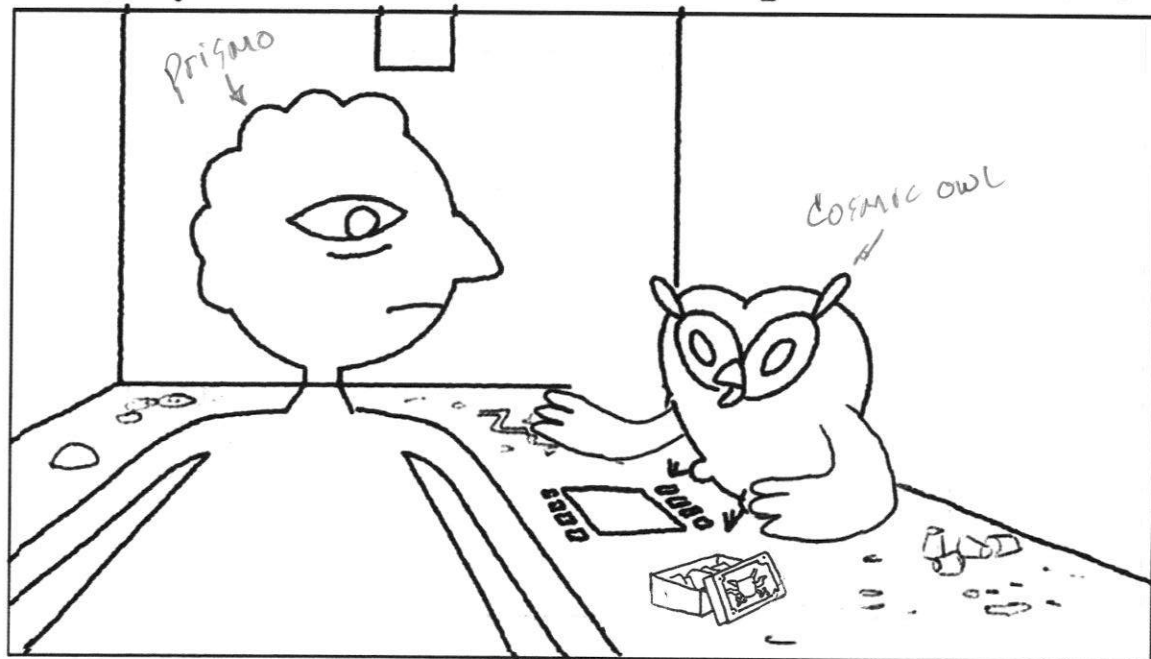


Sc. 54

Pnl. A

Bg.

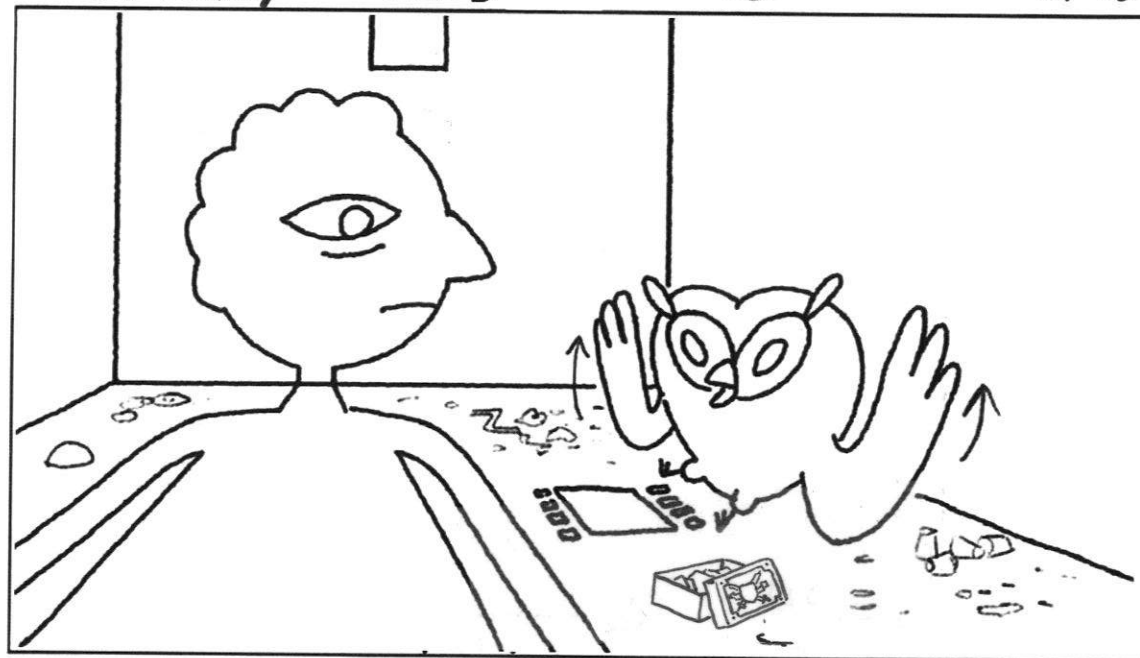
day night



Sc. 54 *cont*

Pnl. B

Bg.



Page 66  
66A NEXT  
day night

*Handwritten:* Cut

Dialog:

CO/ C'MON, JUST ONE MORE GAME.

Action: - Prismo is Super Tired.

- CARD WARS BOARD IS SET OUT IN FRONT OF C.OWL.

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Timing:

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Hu  
Cut

# ADVENTURE TIME



Hu  
Cut

Page 66A

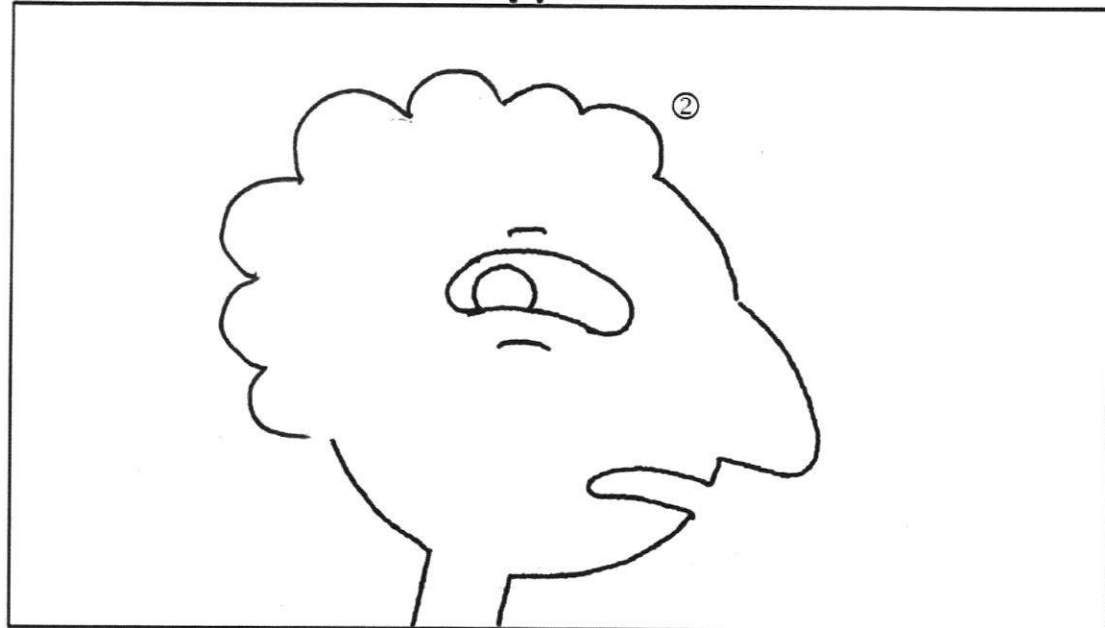
67 NEXT  
day night

Sc. SS

Pnl. A

Bg.

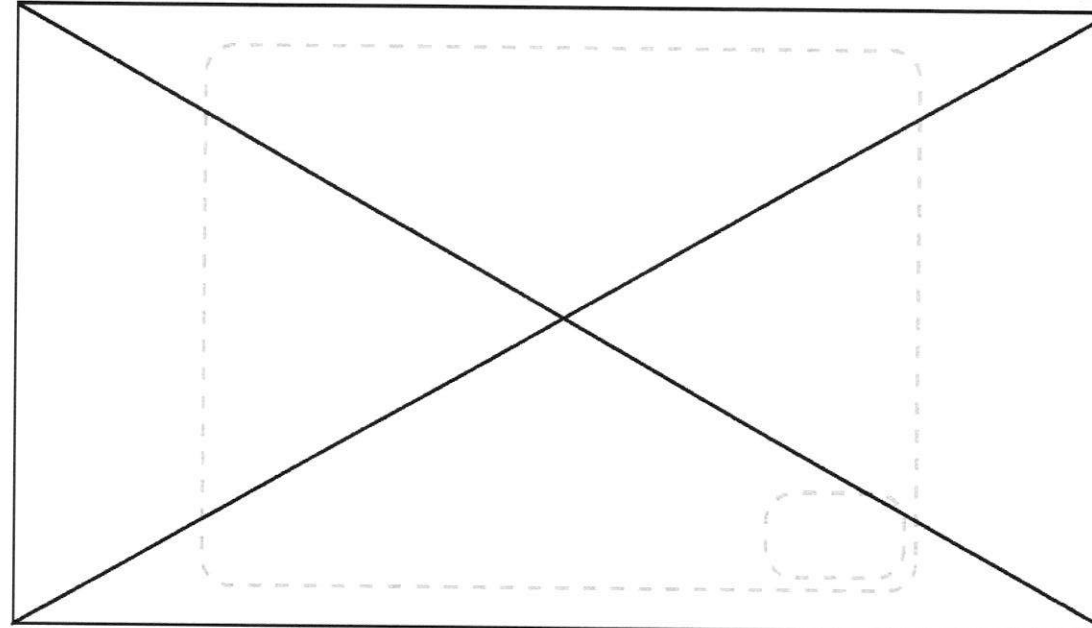
day night



Sc.

Pnl.

Bg.



Dialog:

P/ I DON'T KNOW MANG.

I WAS JUST GONNA CLEAN UP

AND CRASH OUT.

Action:

Timing:



NOV 04 2013

Production :

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1025/166

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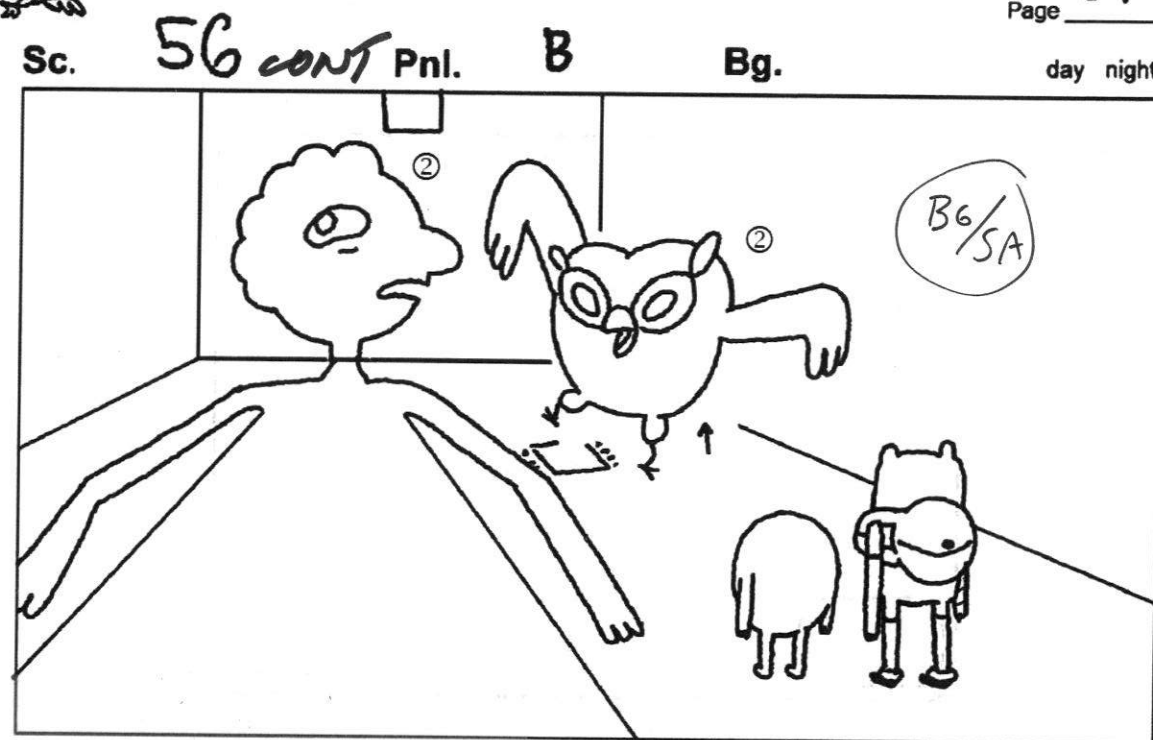
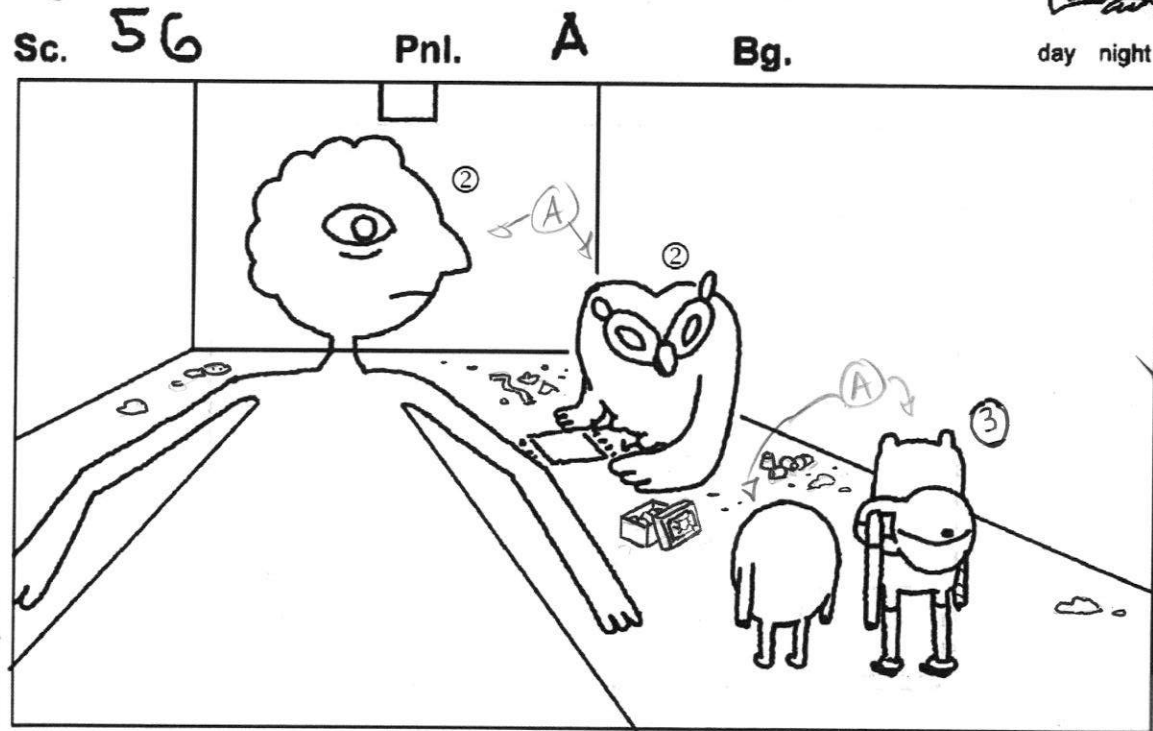


HW  
CUT

# ADVENTURE TIME



HW  
CUT

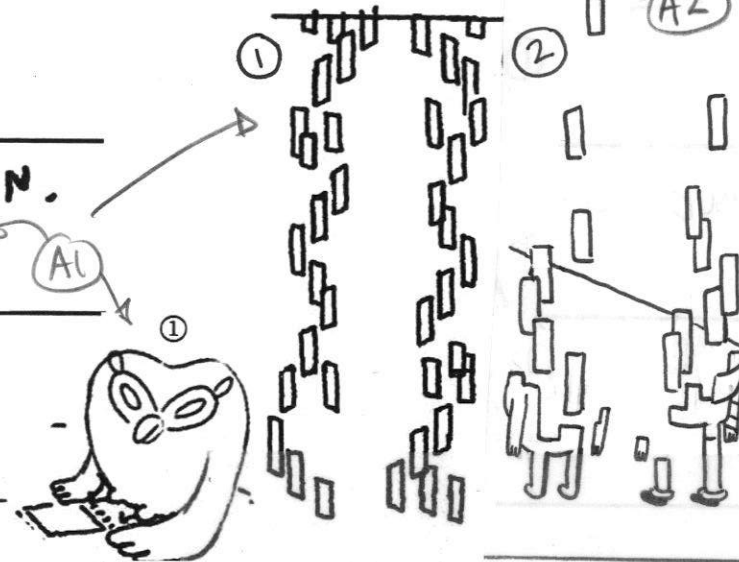


## Dialog:

SFX: SHYUUU

Action: FINN N' Jake warp in.  
PRISMO STYLE,

## Timing:

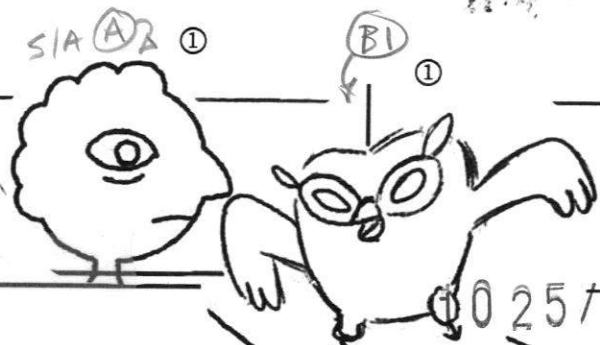


CO: AWW YEAH-MORE PLAY-AHS.

P: [QUIET GROAN]

NOV 04 2013

-CO JUMPS UP EXCITEDLY



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Production :

1025/166

Ho  
Cut

# ADVENTURE TIME



Cut

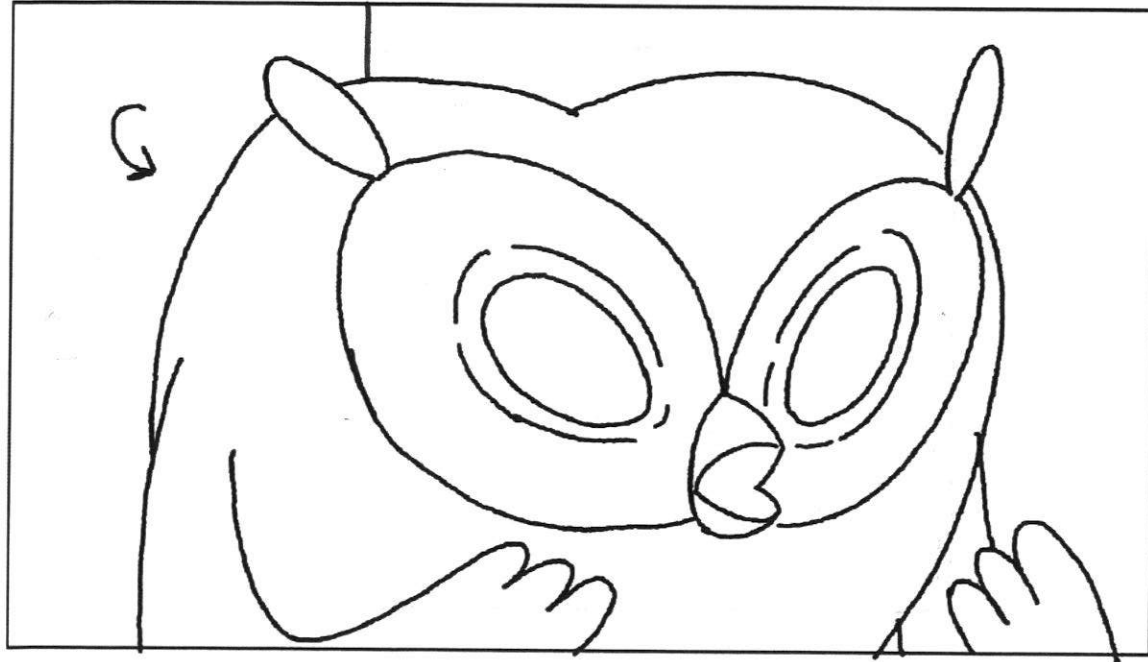
Page **68**

Sc. **57**

Pnl. **A**

Bg.

day night

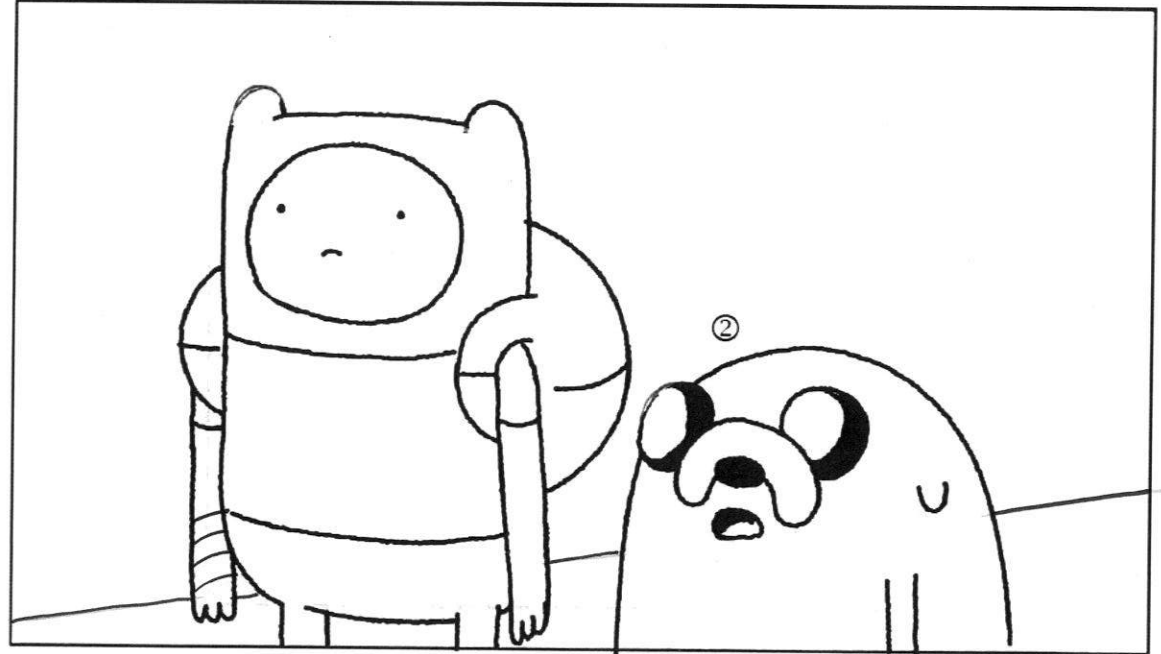


Sc. **58**

Pnl. **A**

Bg.

day night



Dialog:

CO/ YOU GUYS WANNA PLAY SOME CARD WARS?

J/ NO.

Action: -CO TURNS

(A)



Timing:

NOV 0 4 2013

(A) ①



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1025/166

Production :

1025/166

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1025/166

HW  
Cut

# ADVENTURE TIME



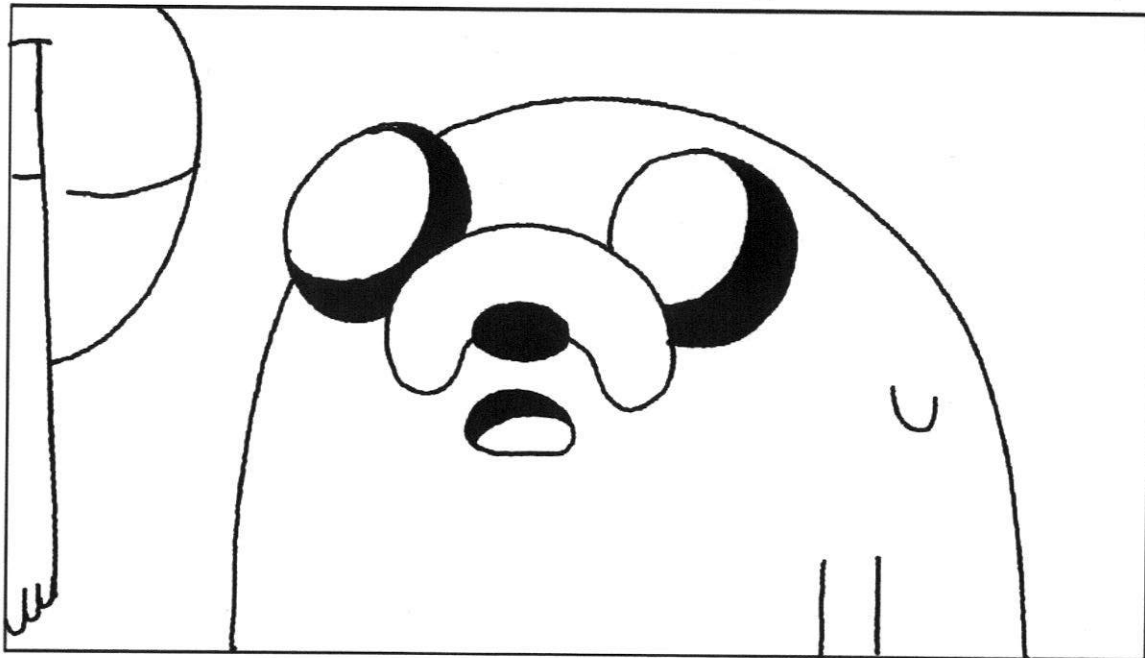
Cut

Sc. S9

Pnl. A

Bg.

day night



Sc.

60

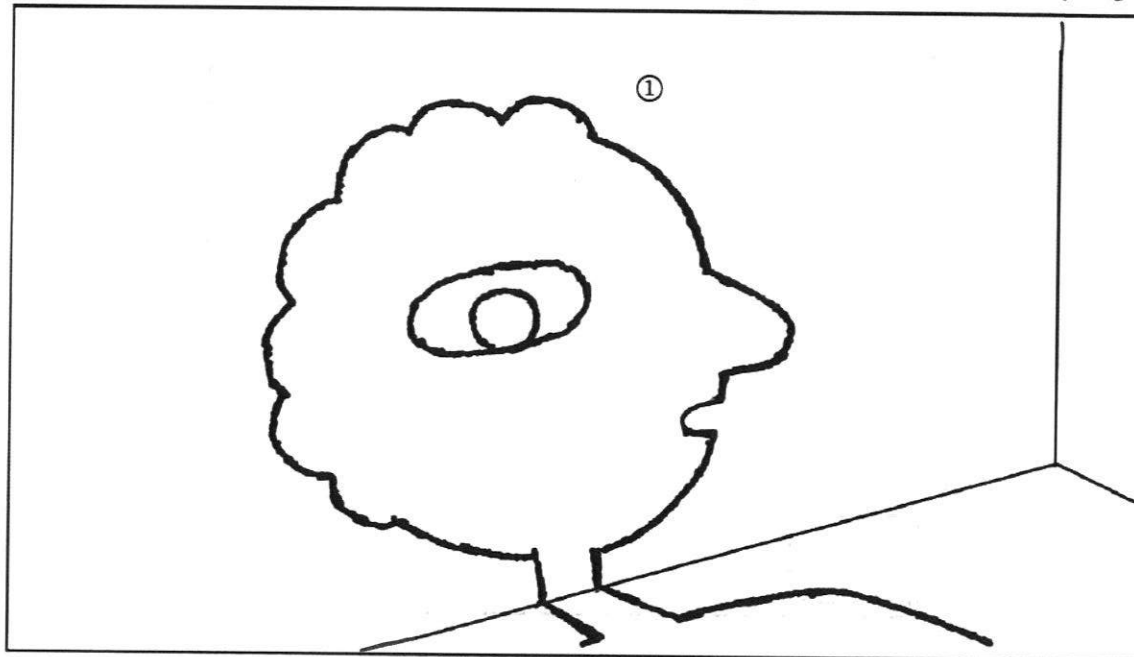
Pnl.

A

Bg.

Page

69  
69A NEXT  
day night



Dialog:

J/ PRISMO, WE NEED TO GET TO  
THE CITADEL.

Action:

Timing:

P: WHOA...



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Production :

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# ADVENTURE TIME



Sc. 60 cont Pnl. B

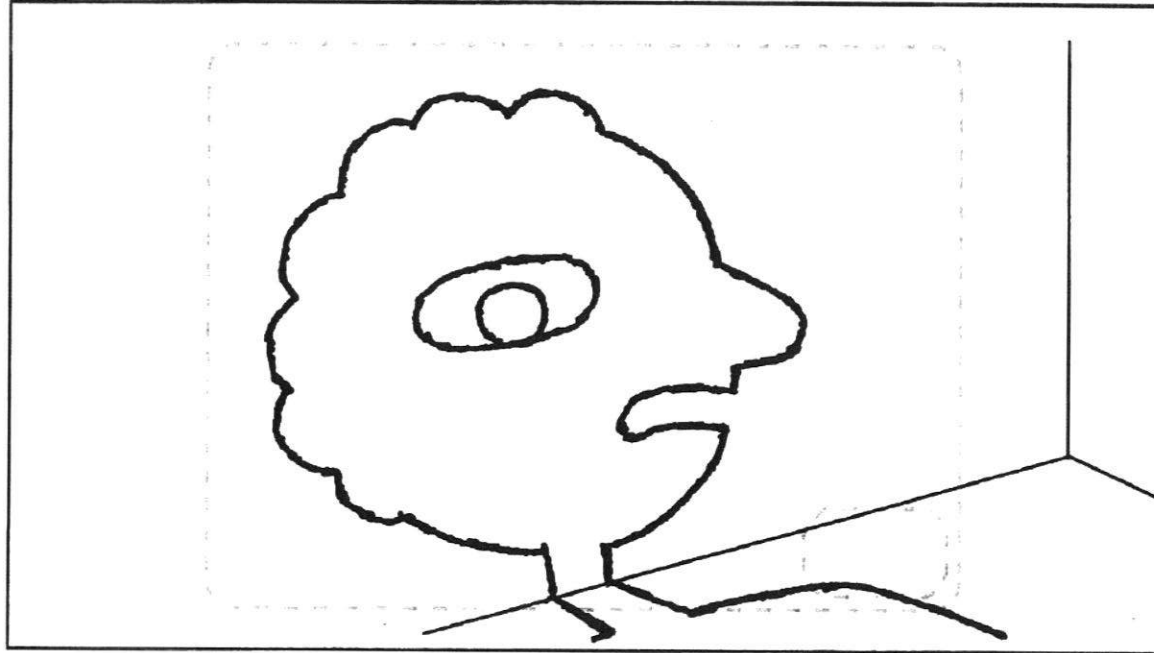
Bg.

day night

Sc. 60 cont Pnl. C

Bg.

Page 69A  
70 NEXT  
day night



Dialog:

P: YOU GUYS DON'T WANNA  
GO THERE ...

Action:

- BEAM COMES INTO SCREEN

Timing:

②  
①  
NOV 04 2011

1025-166

EPISODE #

1025/166

Production :

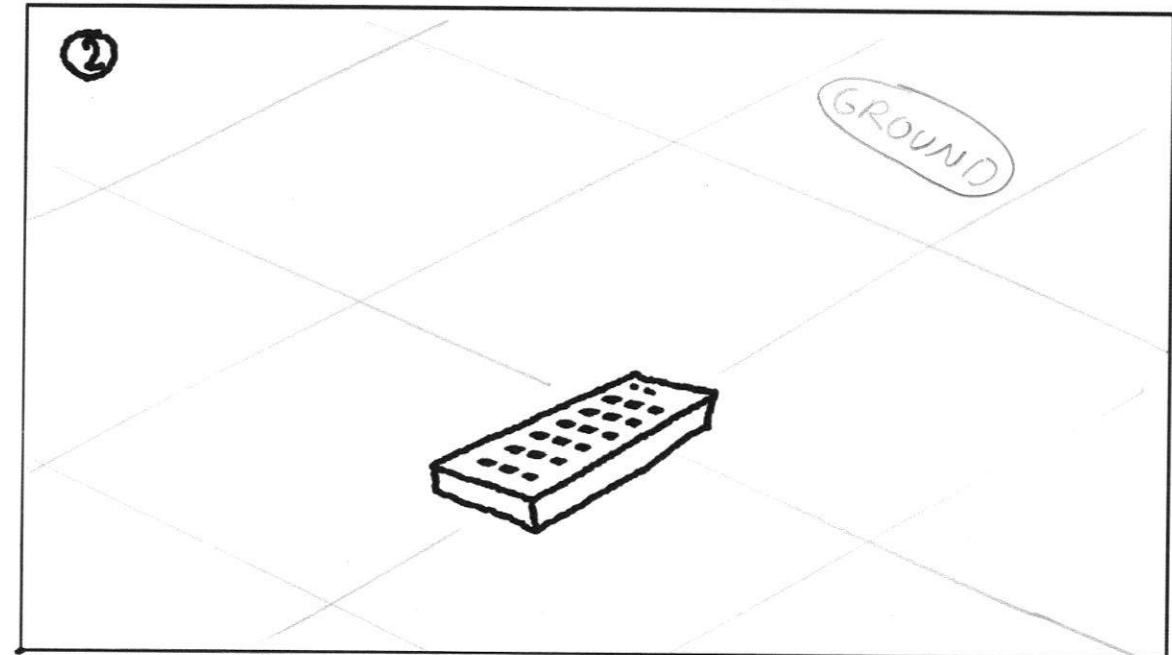
1025/166

Cut

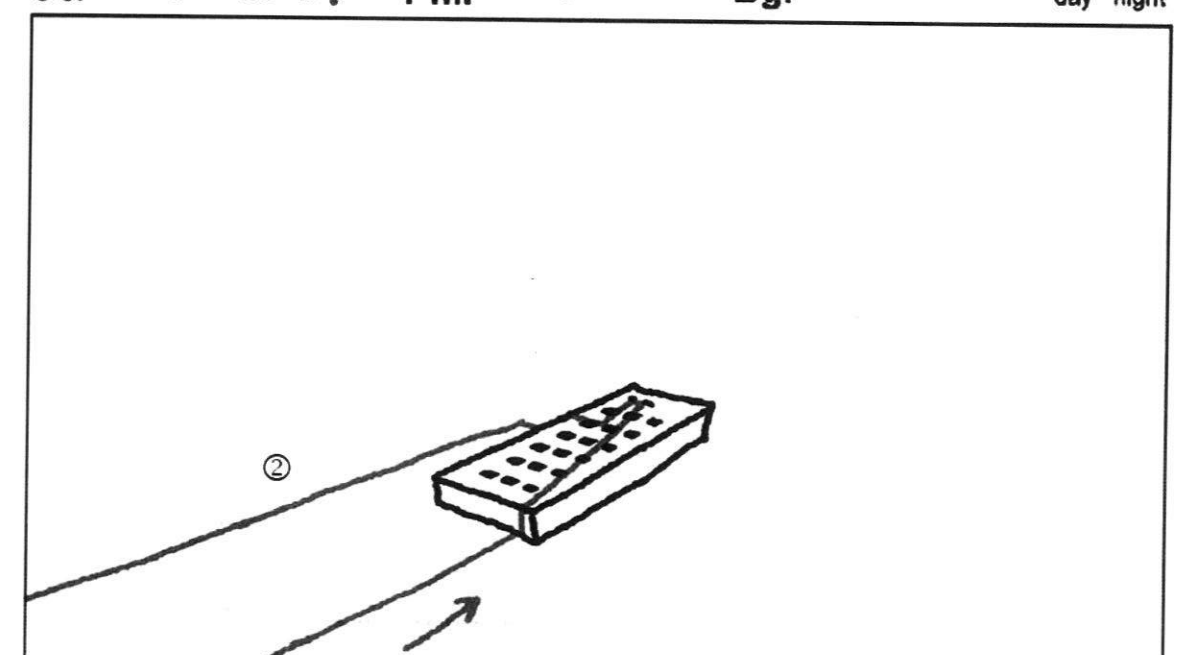
# ADVENTURE TIME



Sc. 61 Pnl. A Bg. day night



Sc. 61 cont Pnl. B Bg. day night



140  
Cut

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**Dialog:**

**P/CHECK THIS OUT.**

BL LAZER BEAMS SHAPES IN & MORPH INTO REMOTE

**Action:**

**Timing:**

**SFX:** ↓ CLICK↑

**Prismo's ARM COME IN AND PRESSES POWER BUTTON ON REMOTE.** NOV 04 2013

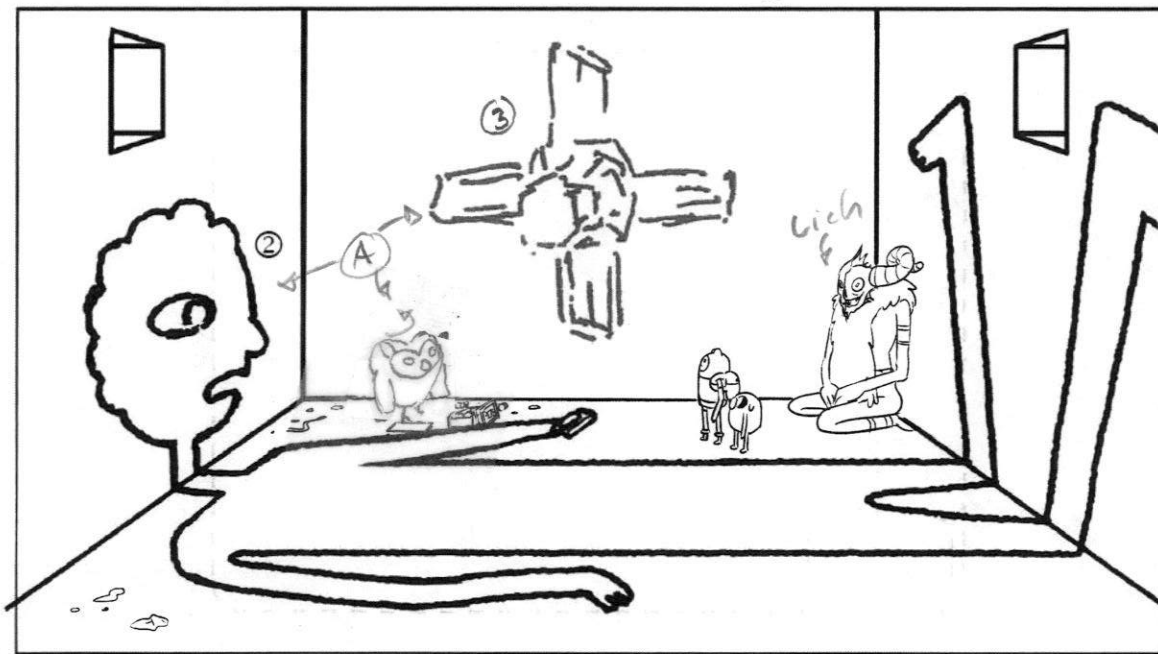
Production :

1025/166

1025/166

HC  
Cust

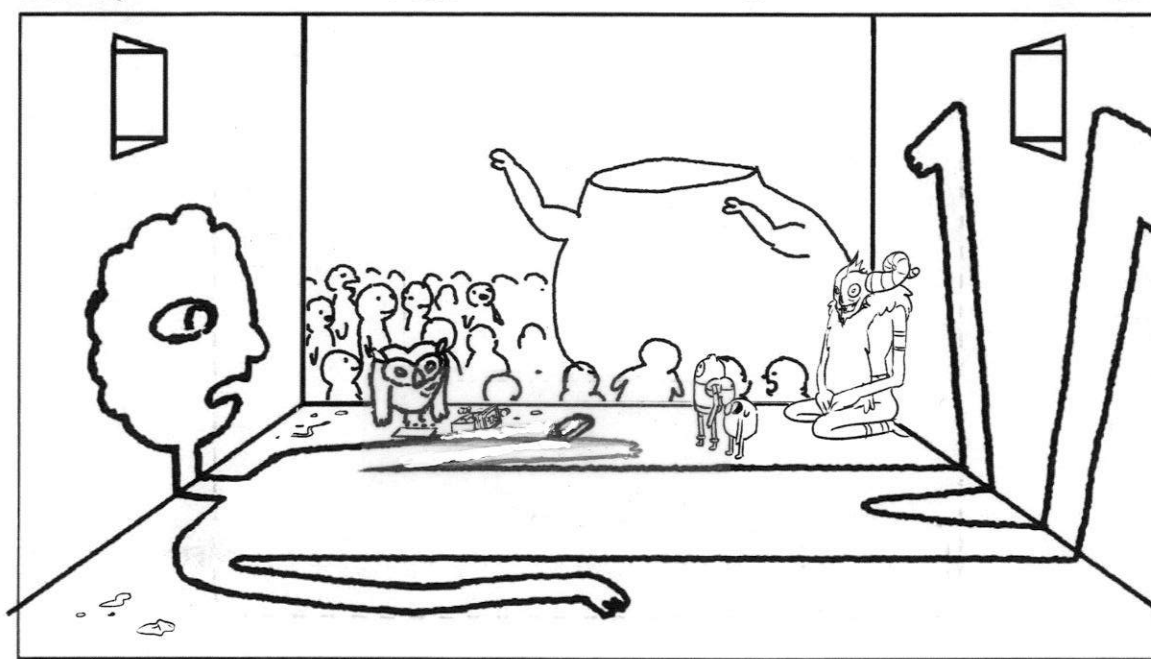
day night



Sc. *leaf cont*

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Page 71  
**71A NEXT**  
day night

HV  
Cust



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**EPISODE #**

**Dialog:**

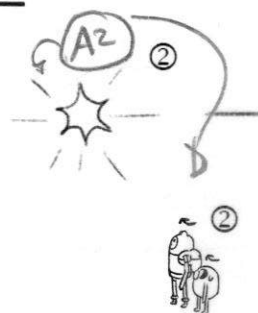
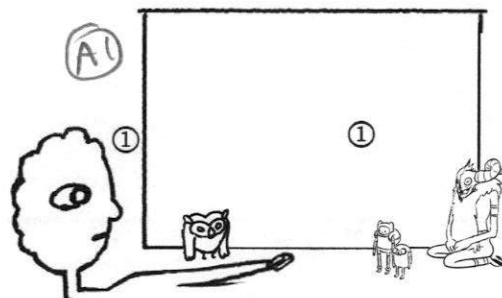
P/THE CITADEL IS A NASTASTICISED PRISON.

**Action:**

- B/S screen TRANS on showing citadel.

**Timing:**

- F + J + C. Owl  
Look A TV wall



NOV 04 2012

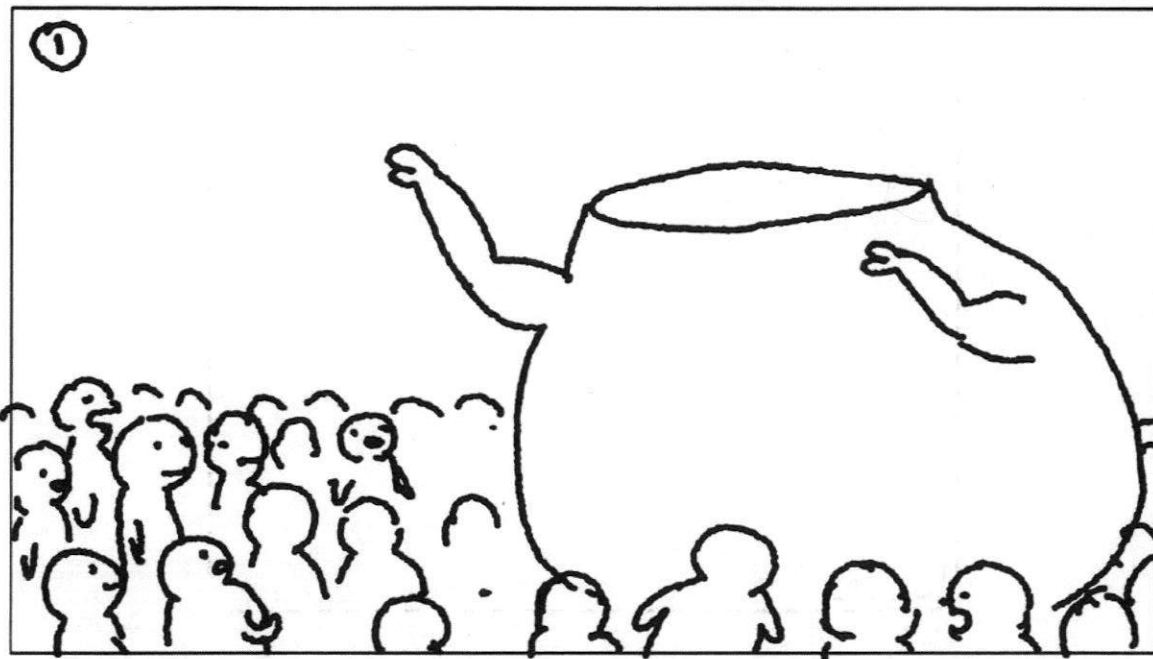
1025/166



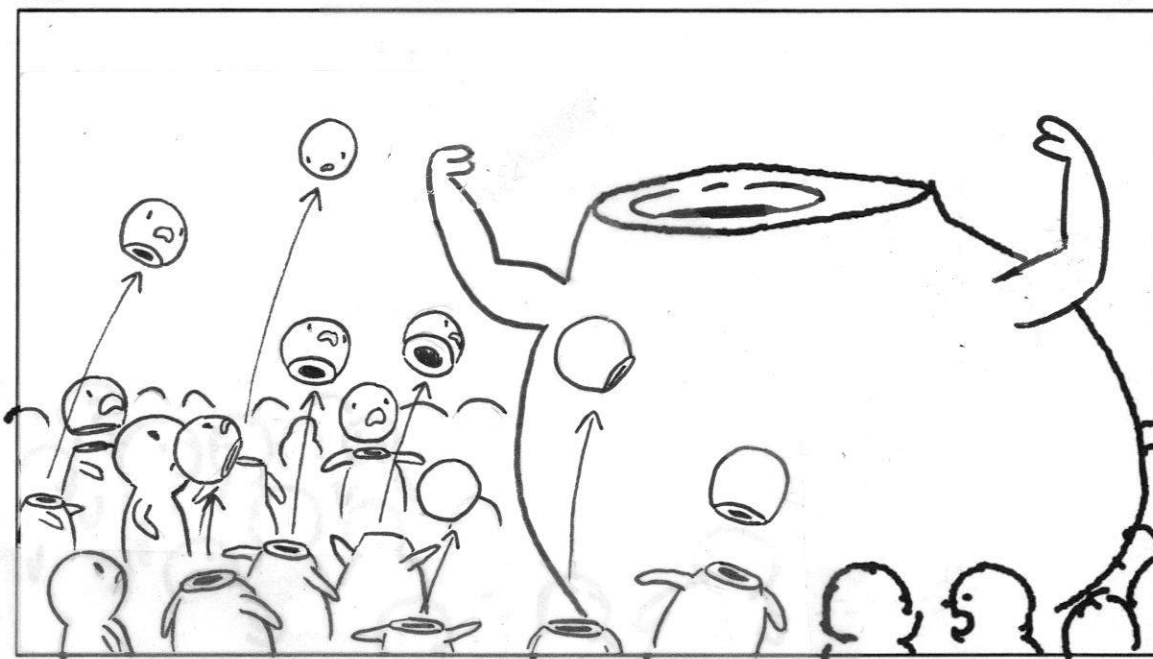
# ADVENTURE TIME



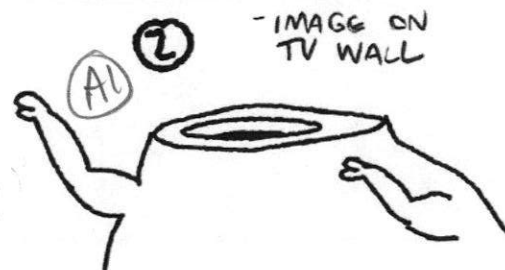
Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



P/ ONLY THE WORST OF THE WORST END UP THERE.



- ORAFICE opens on the top of (K)



ORAFICE STARTS SUCKING THINGS INTO IT.

Action: He starts sucking all the heads into the ORAFICE.

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72 NEXT

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EPISODE # 1025/166

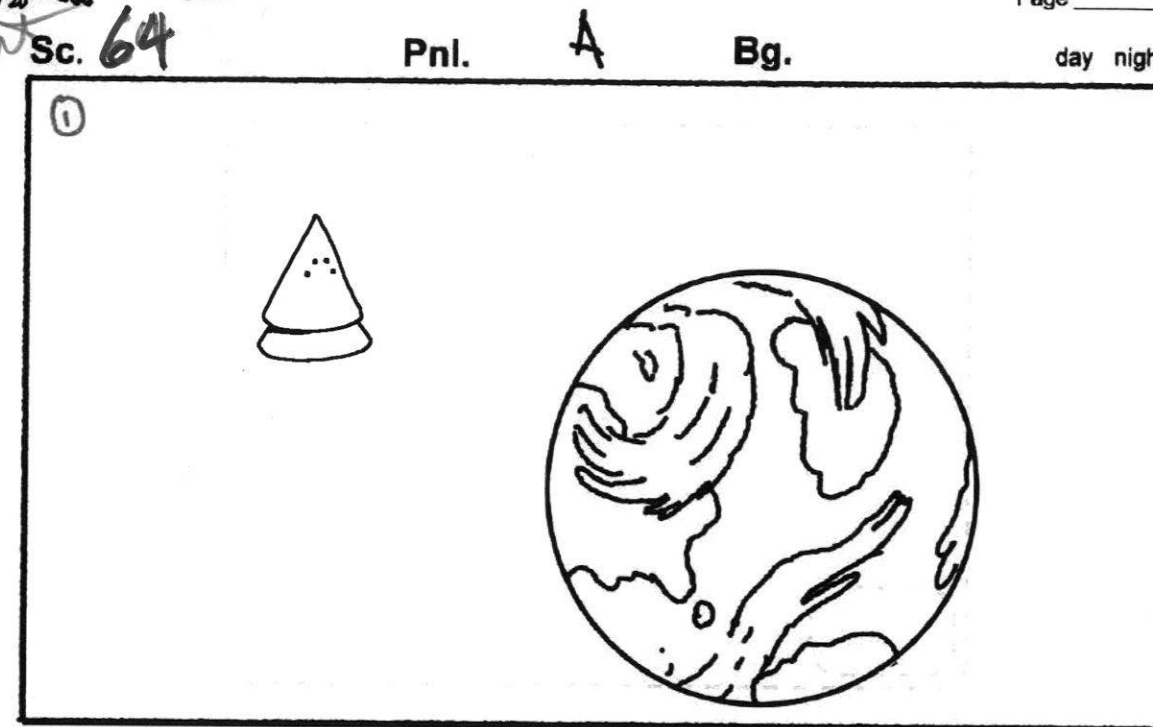
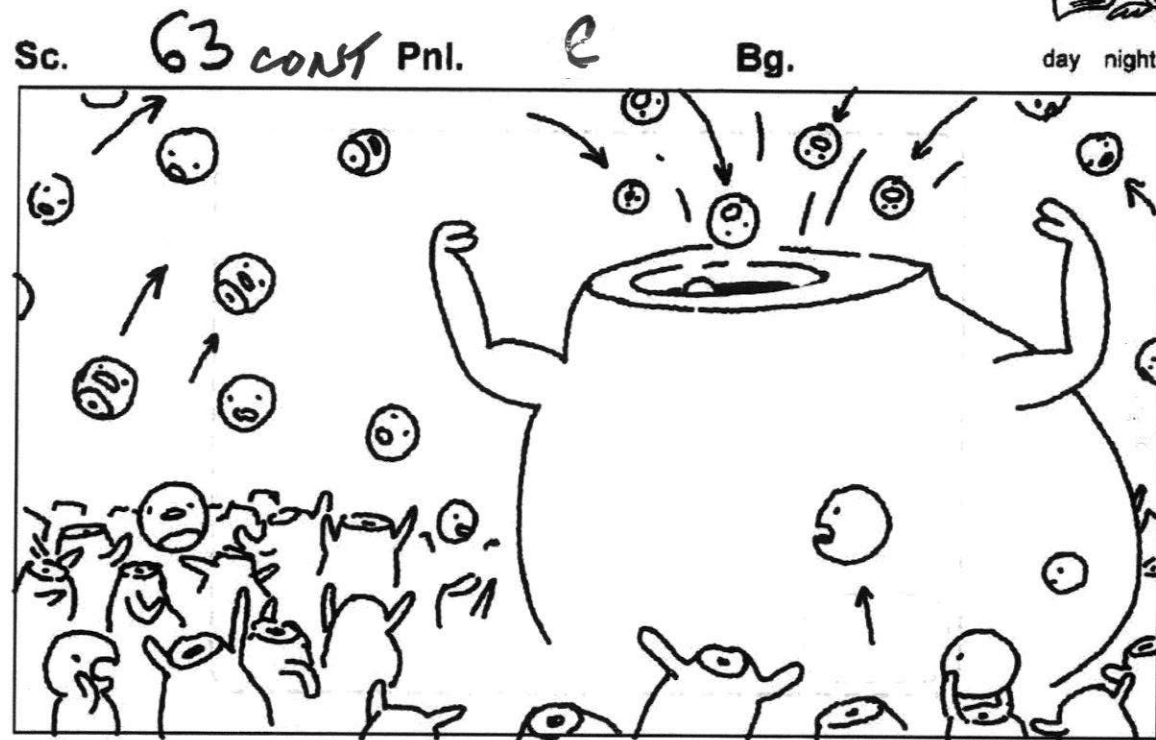
1025/166

1025/166

# ADVENTURE TIME



Page 72



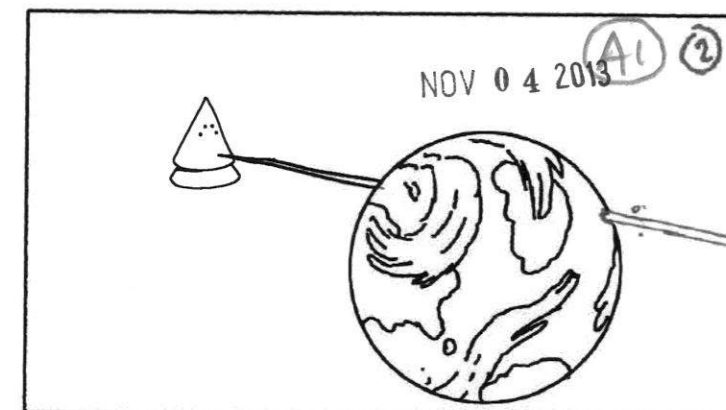
Dialog:

P/ REAL STINK FACES

Action: He starts sucking all the heads into the orifice,

Timing:

1. CUBE IS FLOATING NEXT TO A PLANET.
2. BEAM SHOOTER OUT OF CUBE INTO PLANET.



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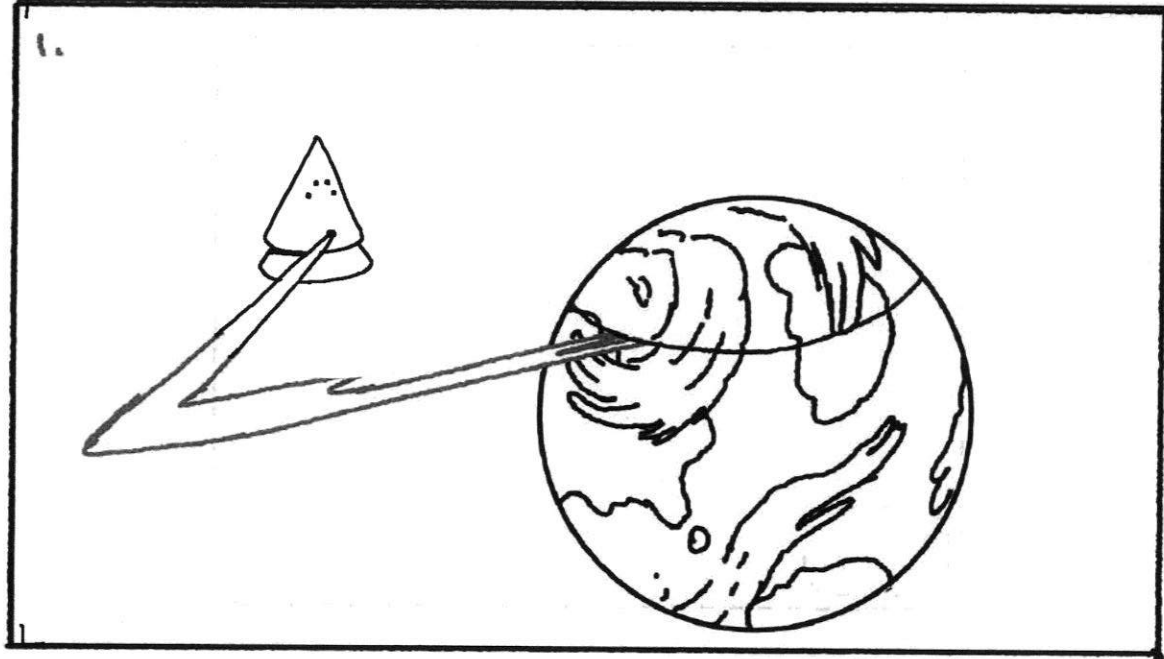
1025/166

# ADVENTURE TIME

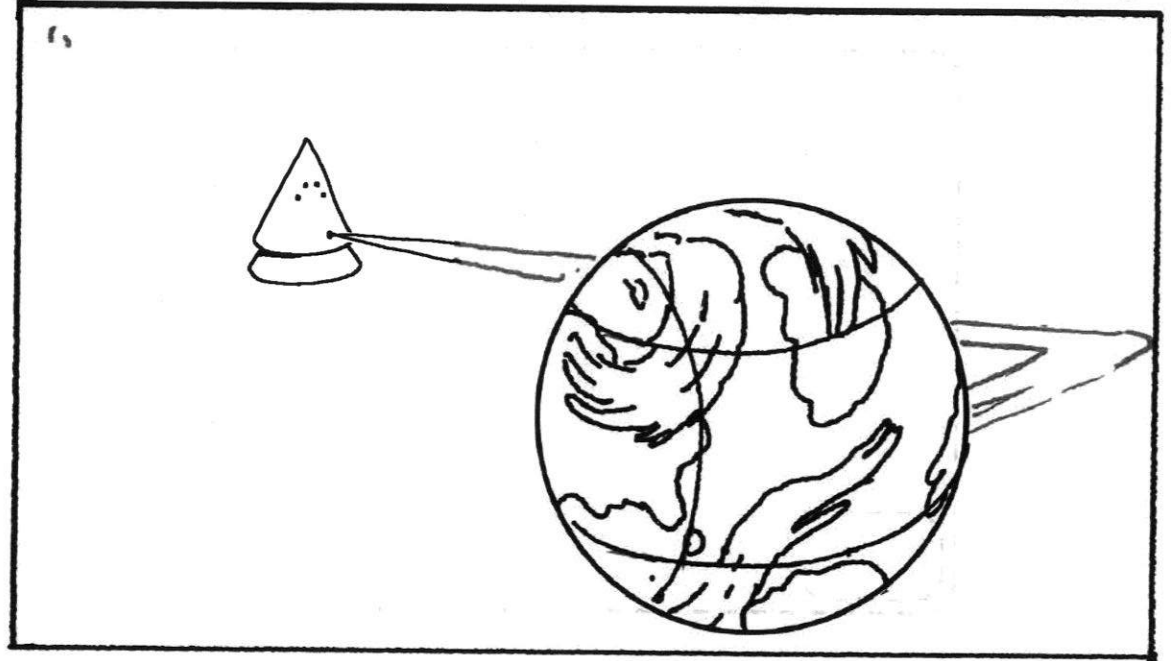


Page **73**

Sc. **64 CONT** Pnl. **B** Bg. day night



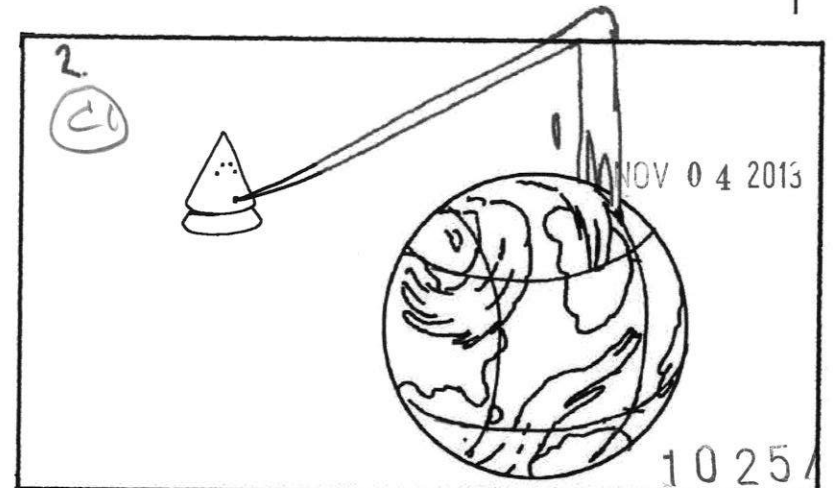
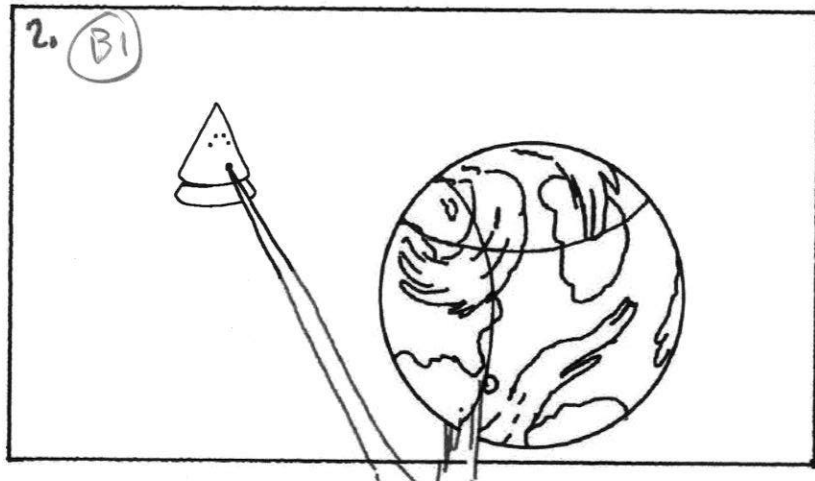
Sc. **64 CONT** Pnl. **C** Bg. day night



Dialog:

Action: 1. BEAM CUTS THROUGH PLANET.

Timing:



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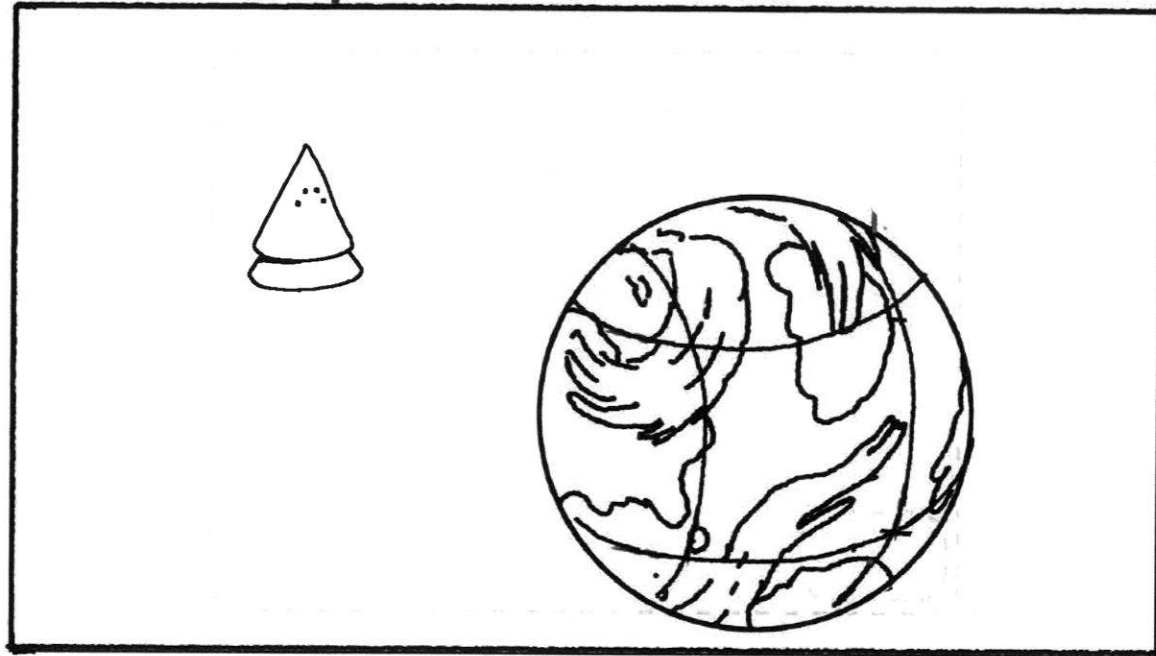
1025/166

# ADVENTURE TIME

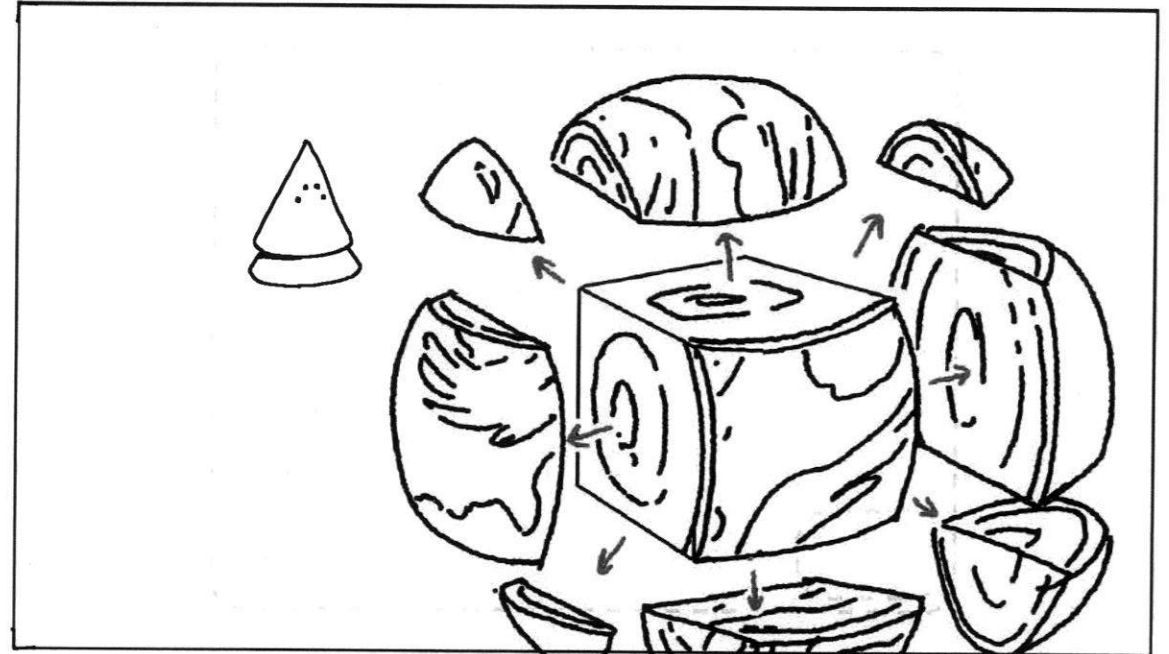


Page 74  
day night

Sc. 64 cont Pnl. D Bg. day night



Sc. 64 cont Pnl. E Bg. day night



Dialog:	Bent.
Action:	Pieces of Planet start to float away Revealing A new cube shaped planet.
Timing:	

*Cut*

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Cut

# ADVENTURE TIME



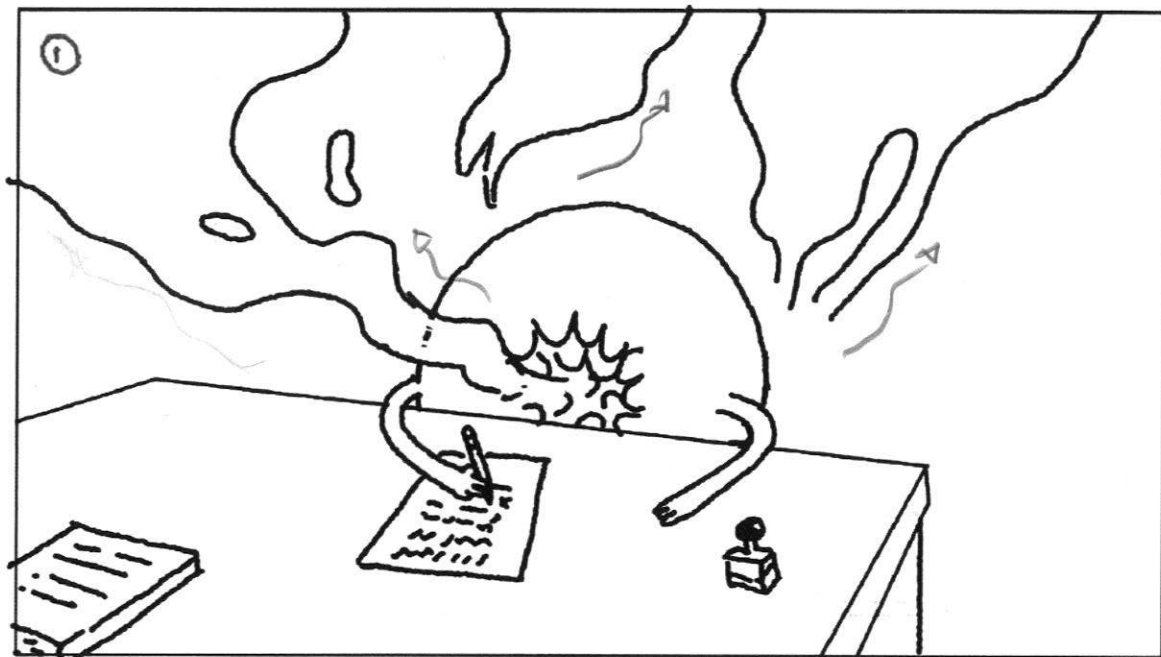
Page 75

Sc. 65

Pnl. A

Bg.

day night

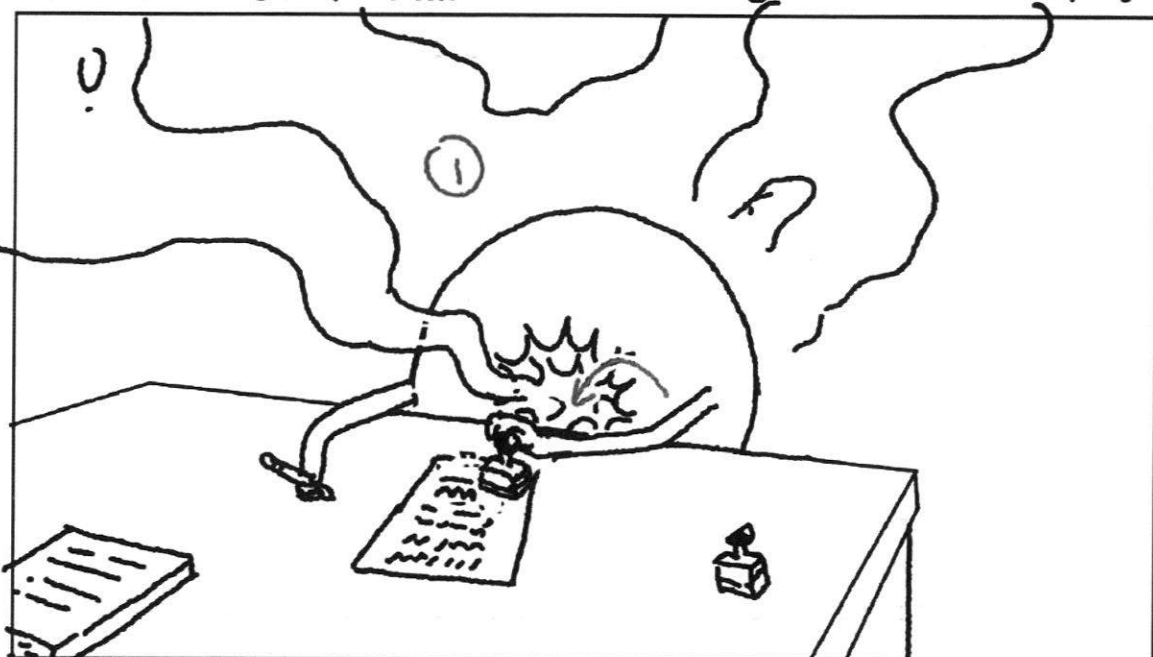


Sc. 65 CONT

Pnl. B

Bg.

day night



Cut

1025-166

EPISODE #

1025/166

Dialog:

P: THESE GUYS ARE THE PITS

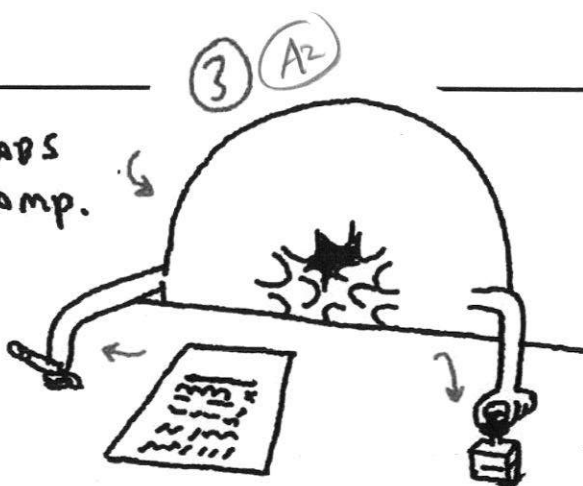
Action:

He signs it.

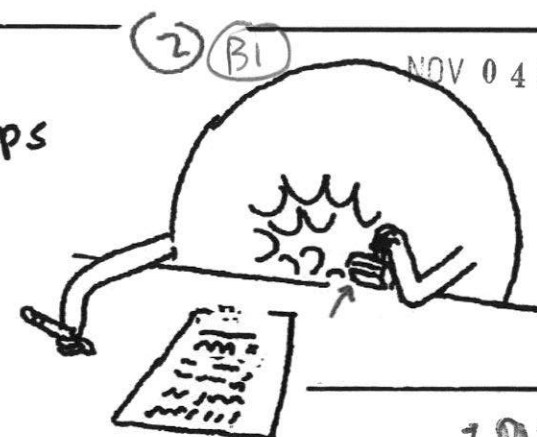
Timing:



GRABS STAMP.



HE STAMPS FORM.



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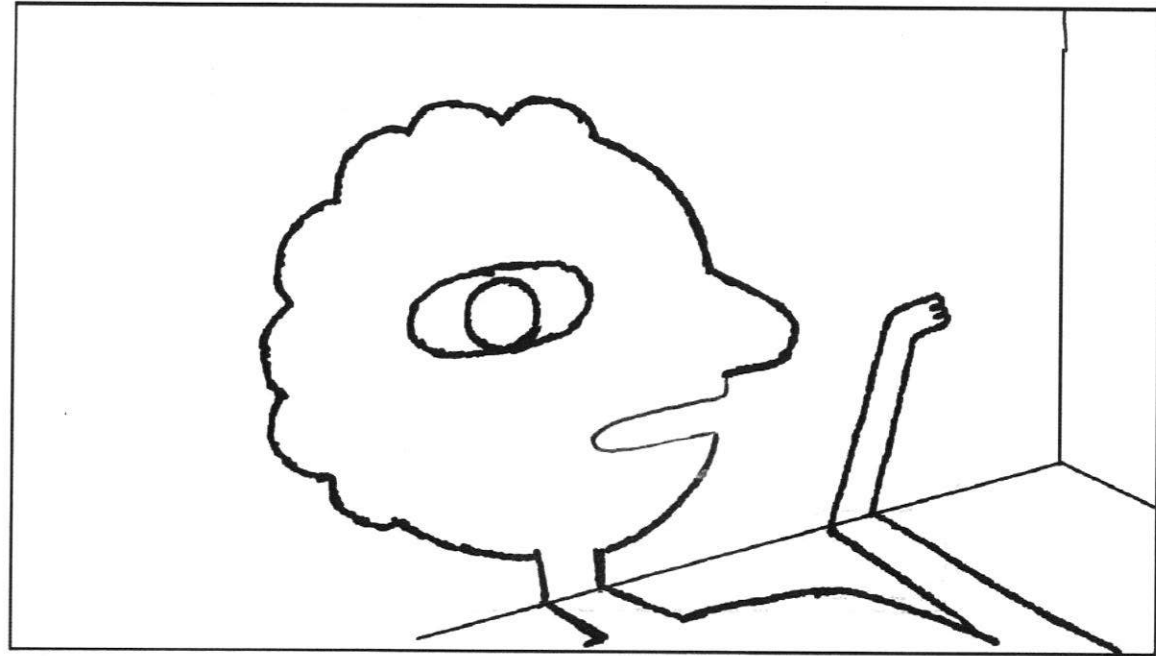
Cut

# ADVENTURE TIME

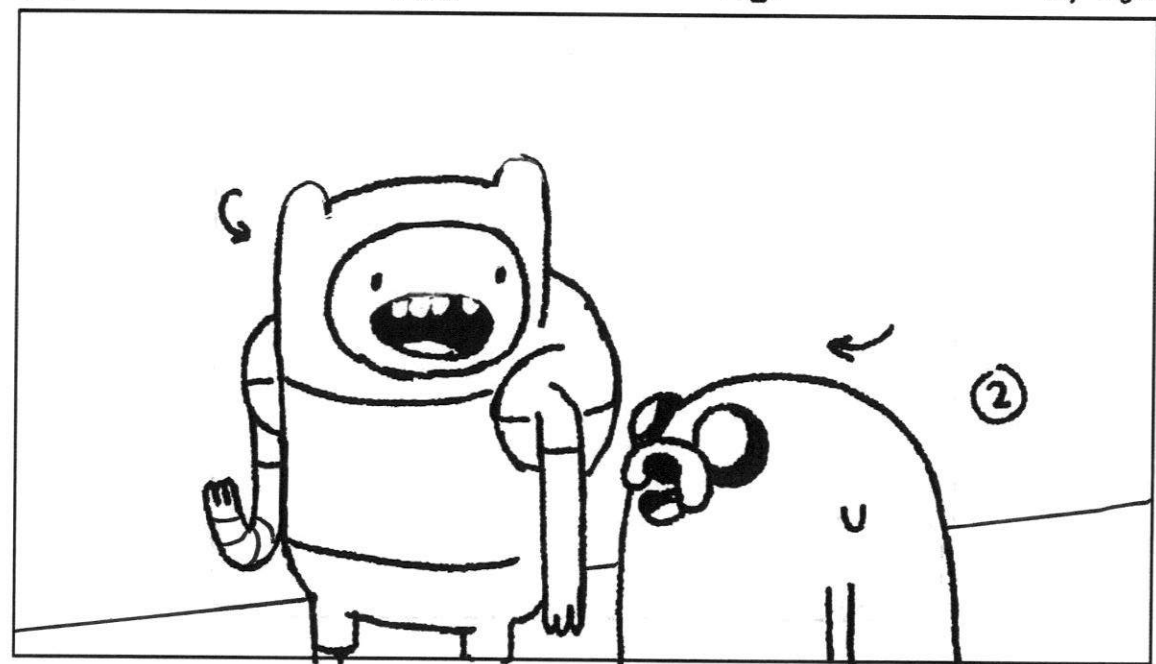


Cut

Sc. 66 Pnl. A Bg. day night



Sc. 67 Pnl. A Bg. day night

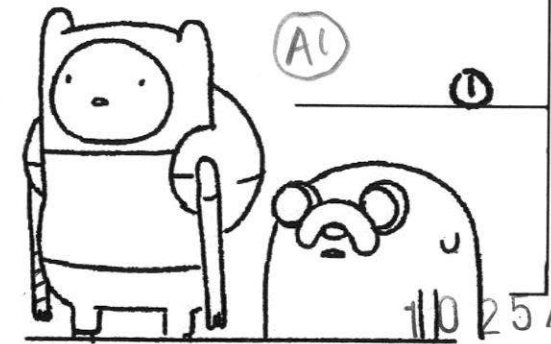


Page 76  
day night

nu  
Cut

Dialog:	
Ⓟ THE ARM PITS...	F/ HEY, MY DAD MUST BE LIKE, THE WARDEN THERE. J/ SURE.
Action:	
Timing:	

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1025/166

Production :

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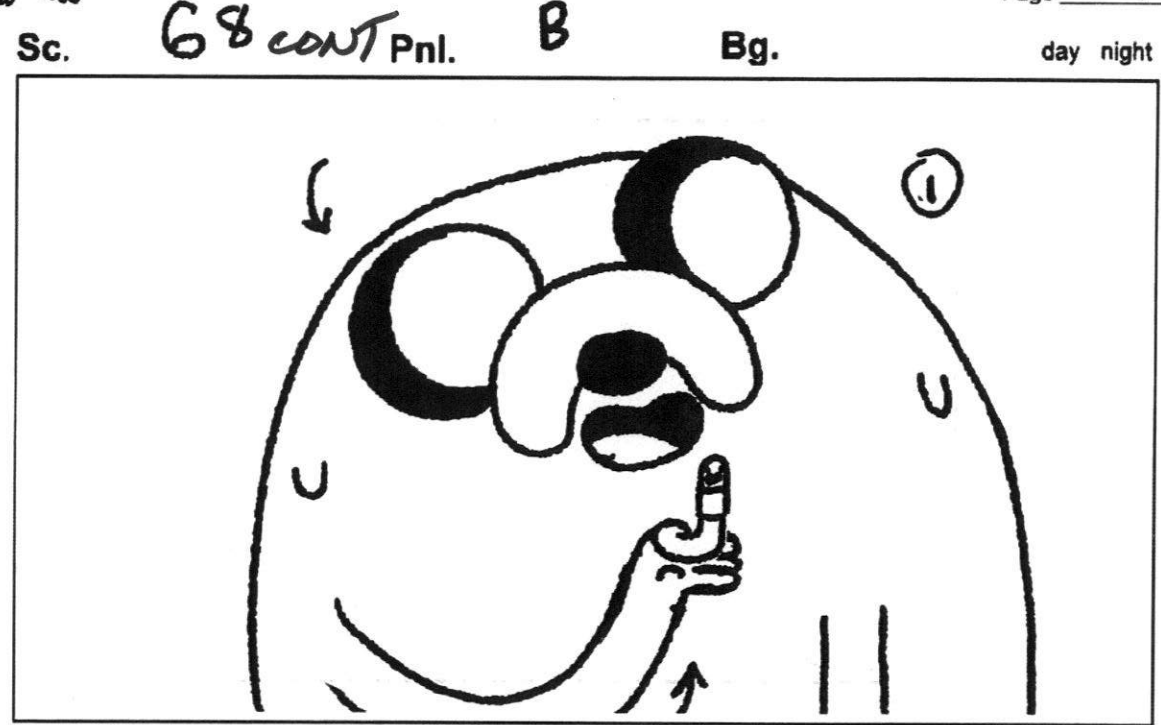
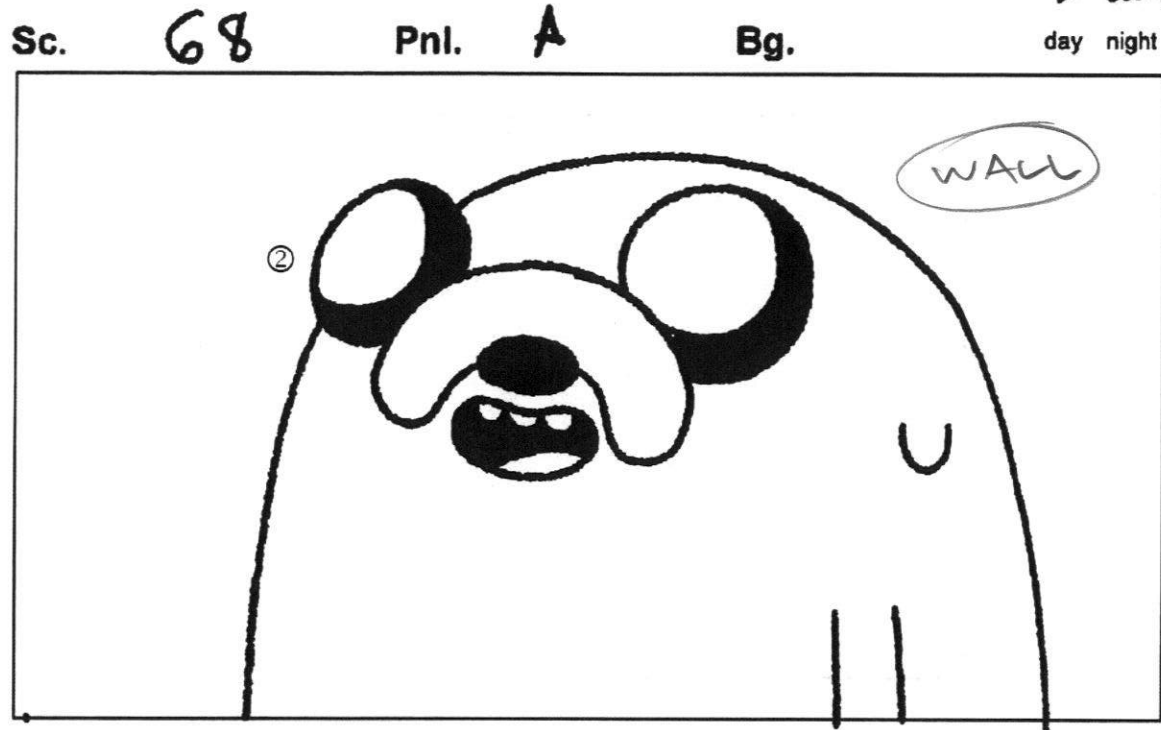


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# ADVENTURE TIME



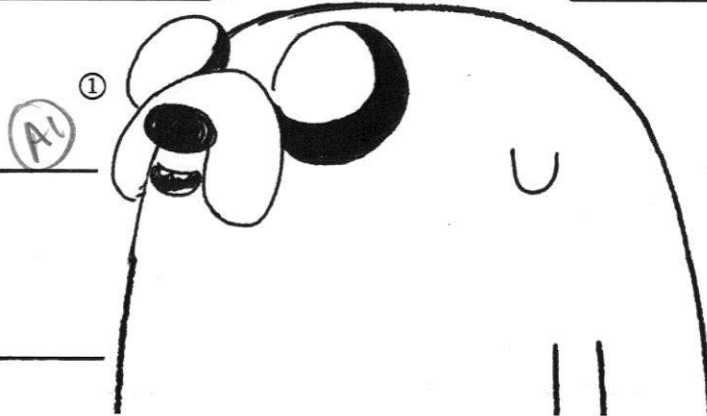
Page **77**  
day night



Dialog:  
J/ I KNOW YOU CAN'T GRANT ME  
AND FINN ANY MORE WISHES.

Action:

Timing:



J/ SO WE BROUGHT SHELBY ALONG TO WISH  
ON OUR BEHALF.

S/ HELLO.

SHELBY jumps onto  
Jake's shoulder.



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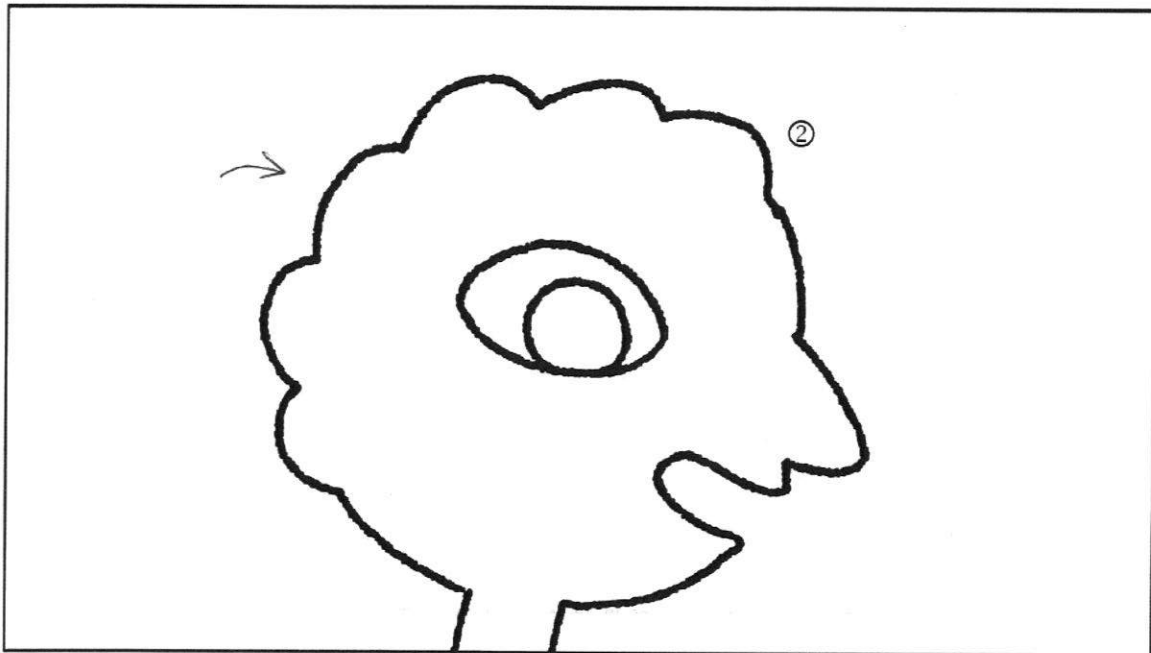


Sc. 69

Pnl. A

Bg.

day night

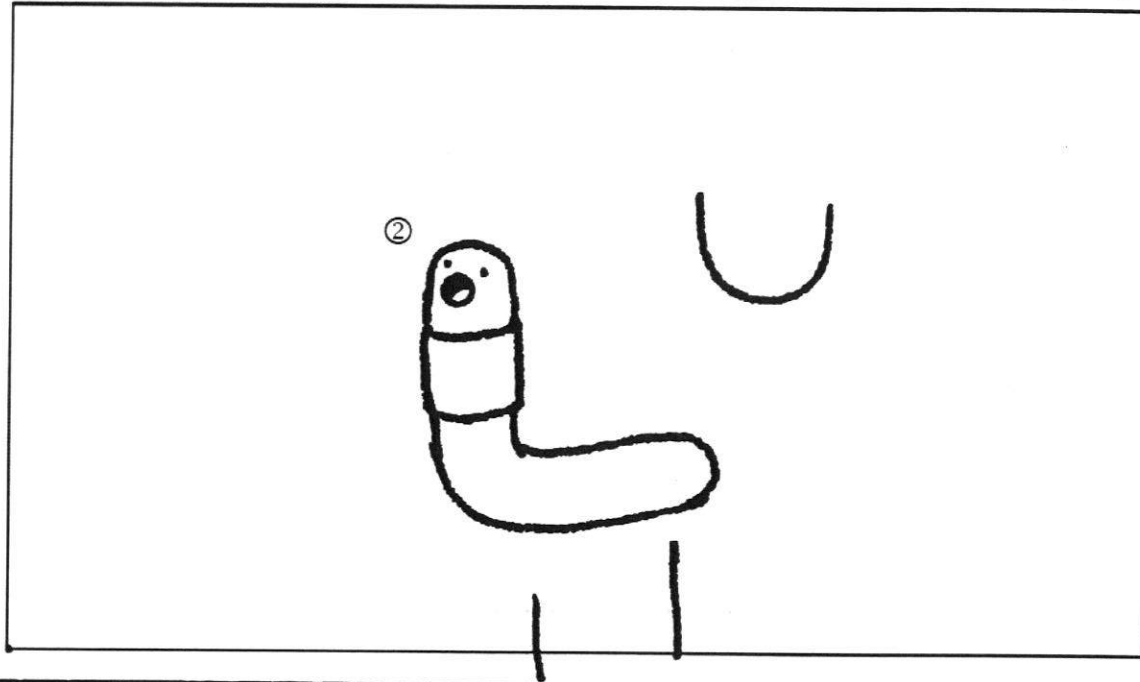


Sc. 70

Pnl. A

Bg.

day night



Dialog:

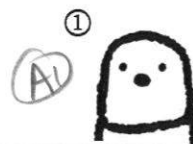
P/ HA! Lookit THAT - A LITTLE GUY.

S: SO, I WISH FOODR...

Action:



Timing:



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Production :

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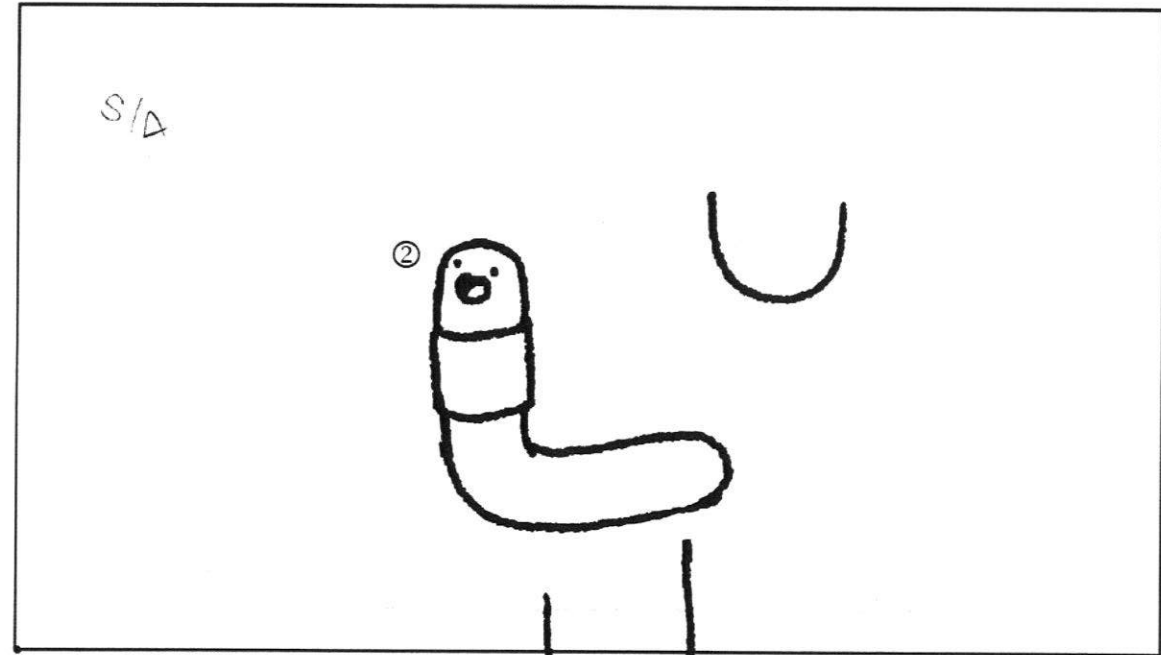
# ADVENTURE TIME



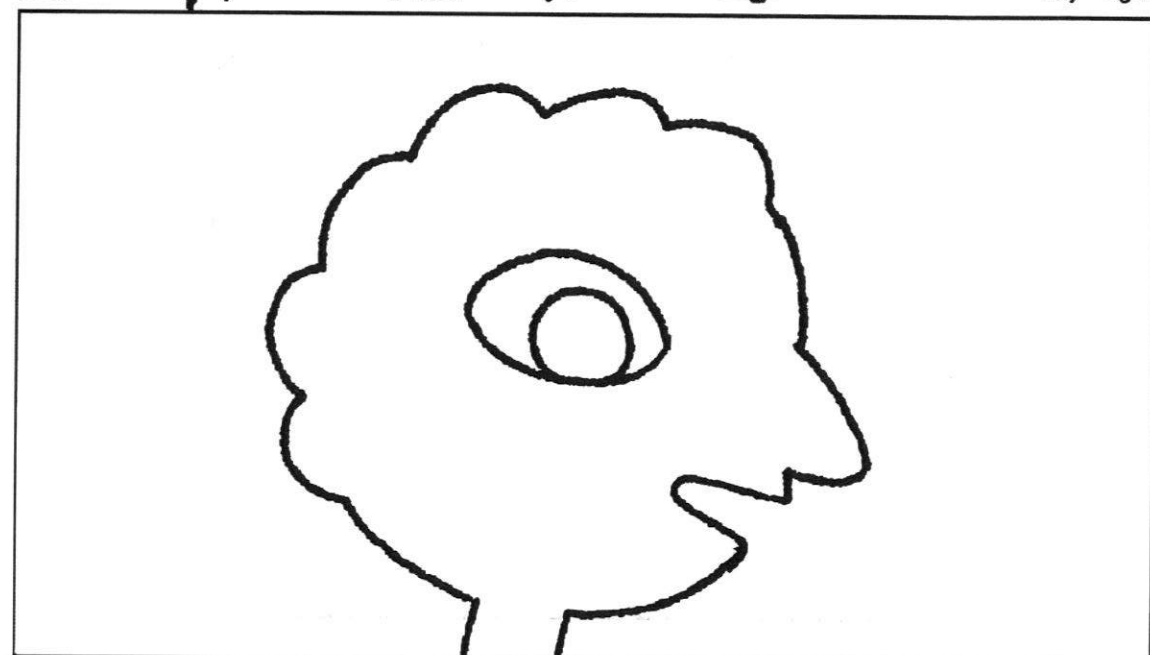
Cut

Page 79

Sc. 70 CONT Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Cut

Dialog:  
S/ ... A PONY FOR MY GF. P/ DONE.

Action:

Timing:



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Cut

# ADVENTURE TIME

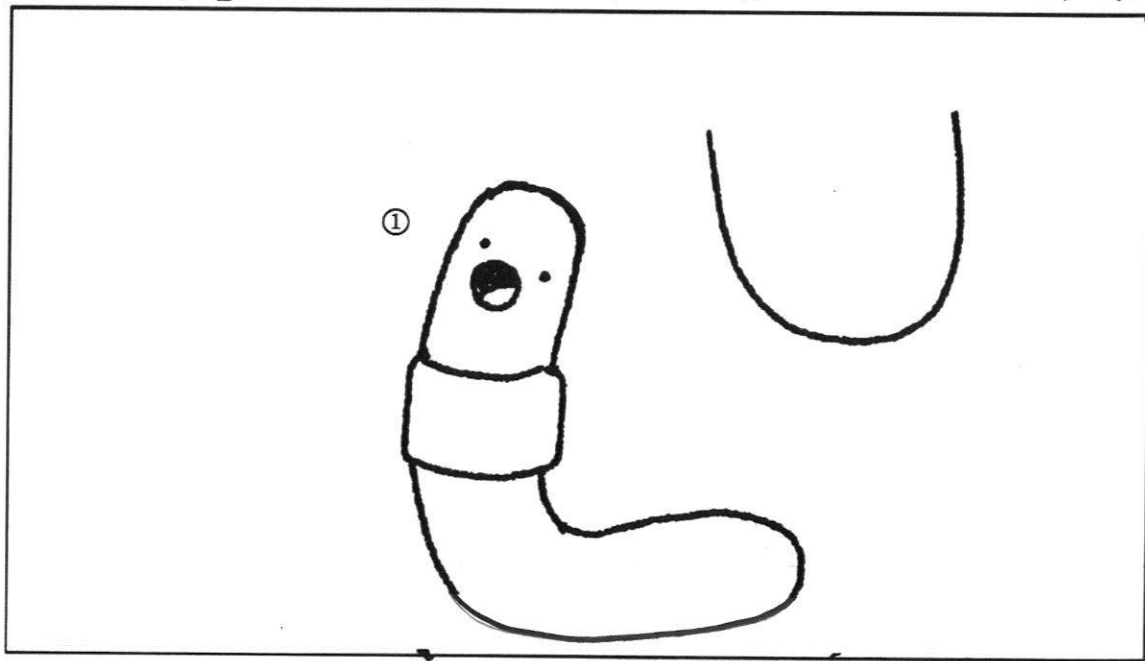


Ho Cut

Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:

J/ SHELBY!

S/ SORRY DUDES, MY GIRL'S BEEN HOUNDIN' ME FOR A PONY FOR MONTHS. I'M GONNA GET MAD POINTS FOR THIS.

Action:

Timing:

ST (A1) ① / | | |

② (A1) — ③ (A2) — ④ (A3) NOV 04 2013

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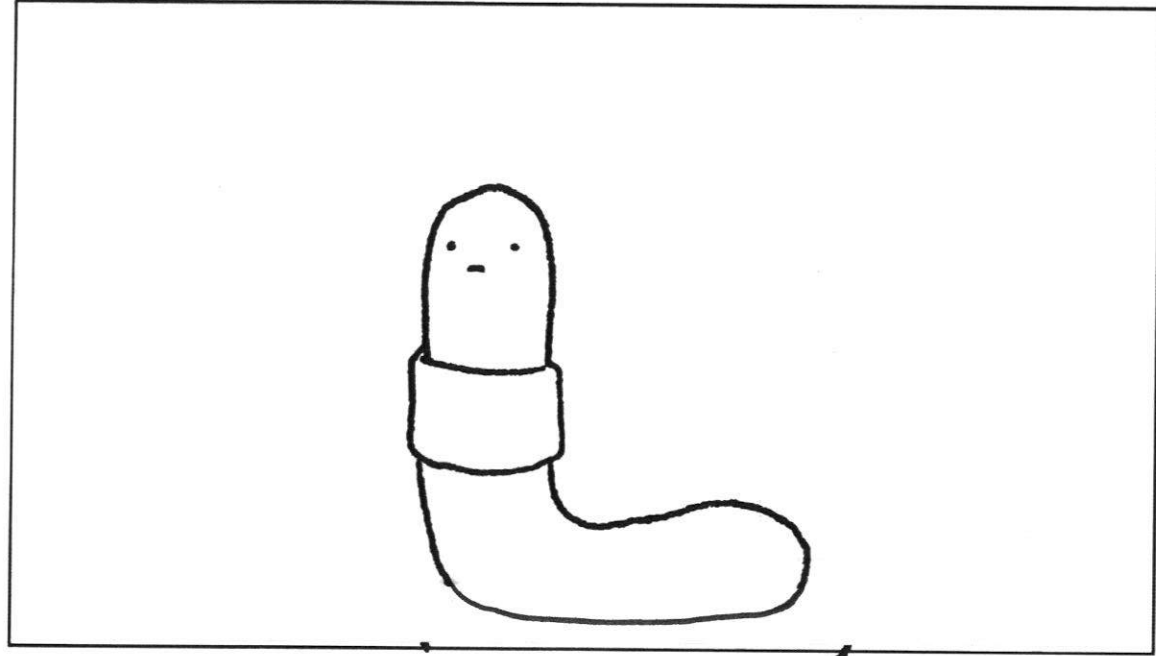
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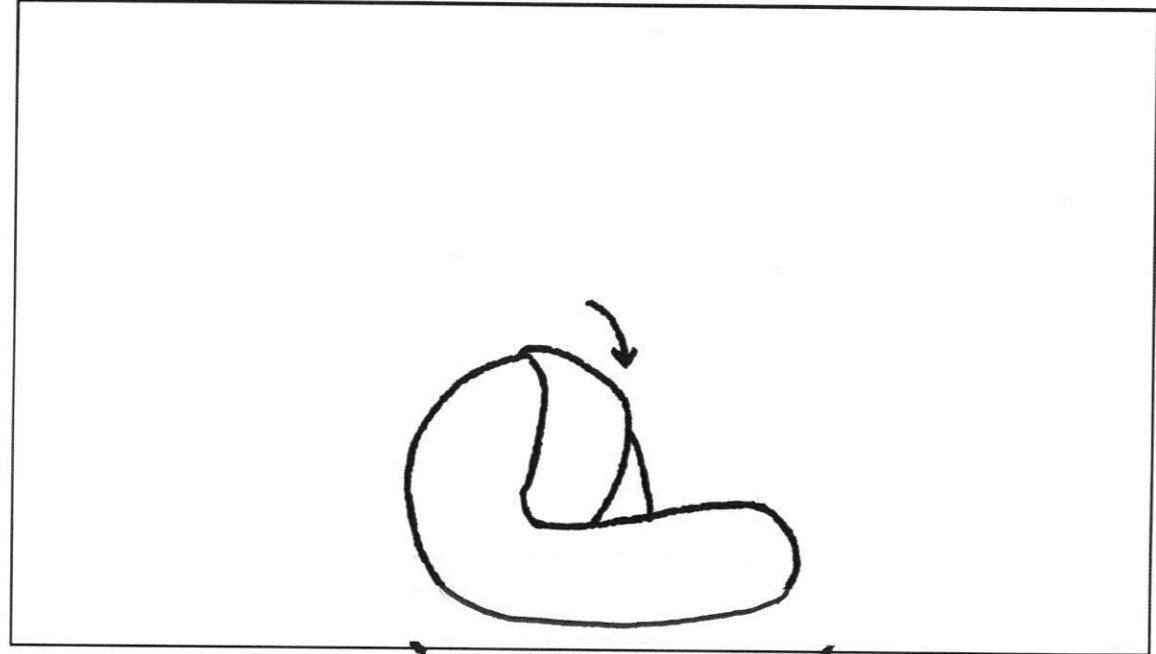
# ADVENTURE TIME



Sc. 73 cont Pnl. B Bg. day night



Sc. 73 cont Pnl. C Bg. day night



Dialog:	
SFX/ RING RING.	
Action:	
we hear a cell phone Ring go off. (maybe a funny song)	SHELBY REACHES TO GET PHONE.
Timing:	

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Production :  
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1025/166

1025/166

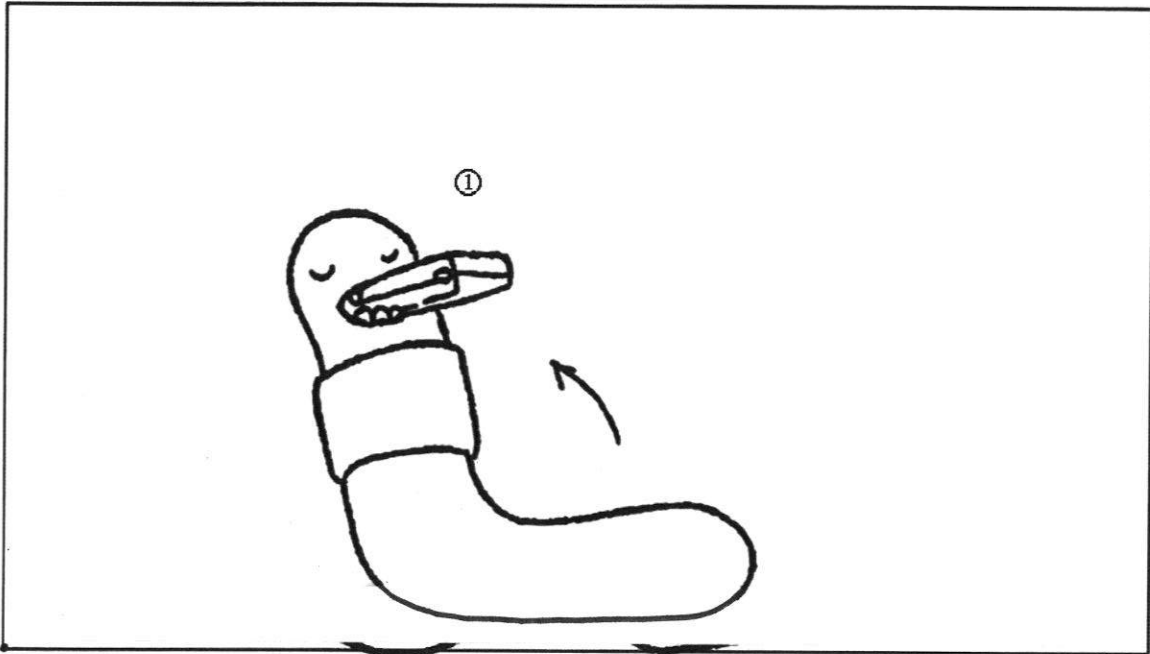
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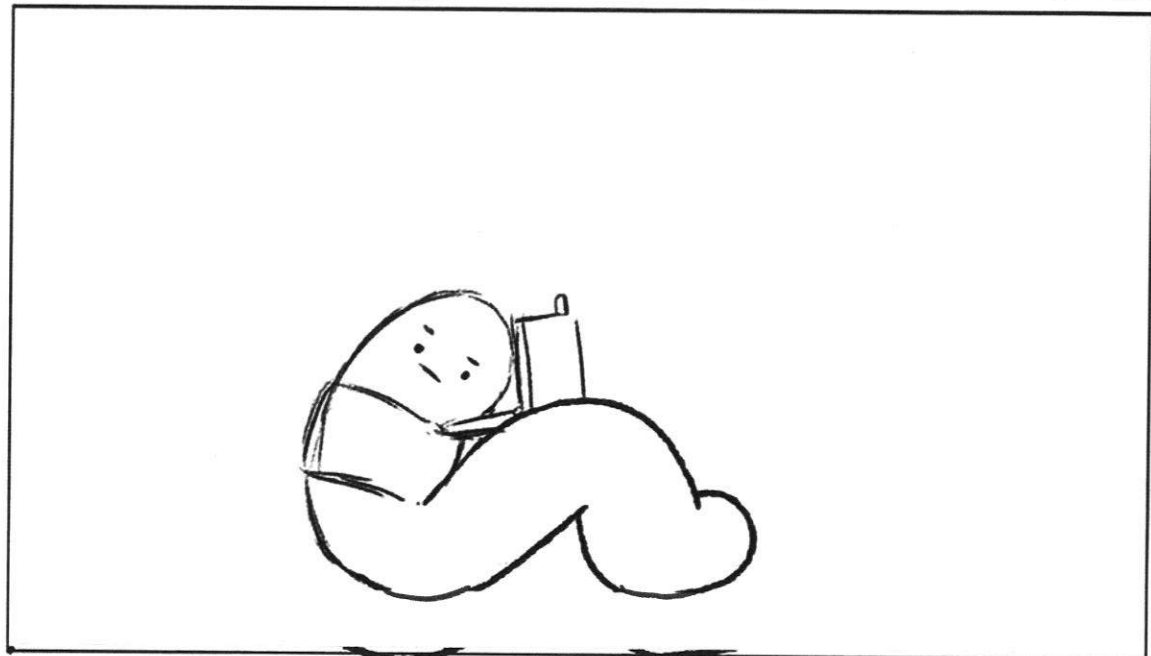


Page 82

Sc. 73 cont Pnl. D Bg. day night



Sc. 73 cont Pnl. E Bg. day night



Dialog:

Action:

Timing:



SHELBY FLICKS HEAD  
Back opening the phone

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Production :

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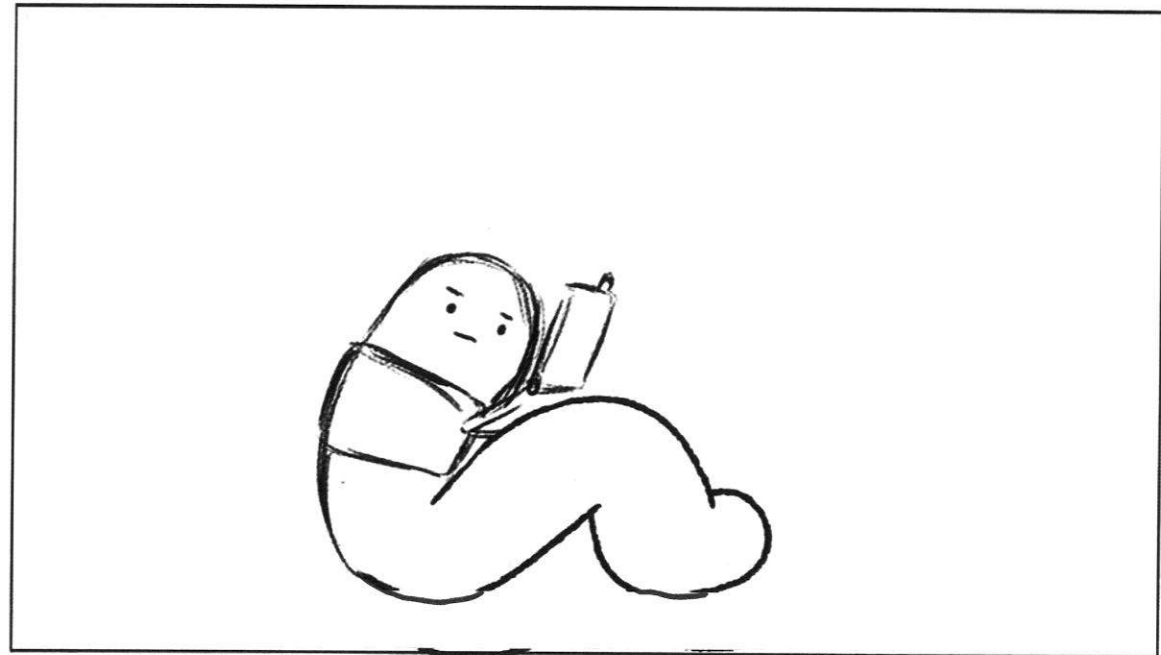


# ADVENTURE TIME

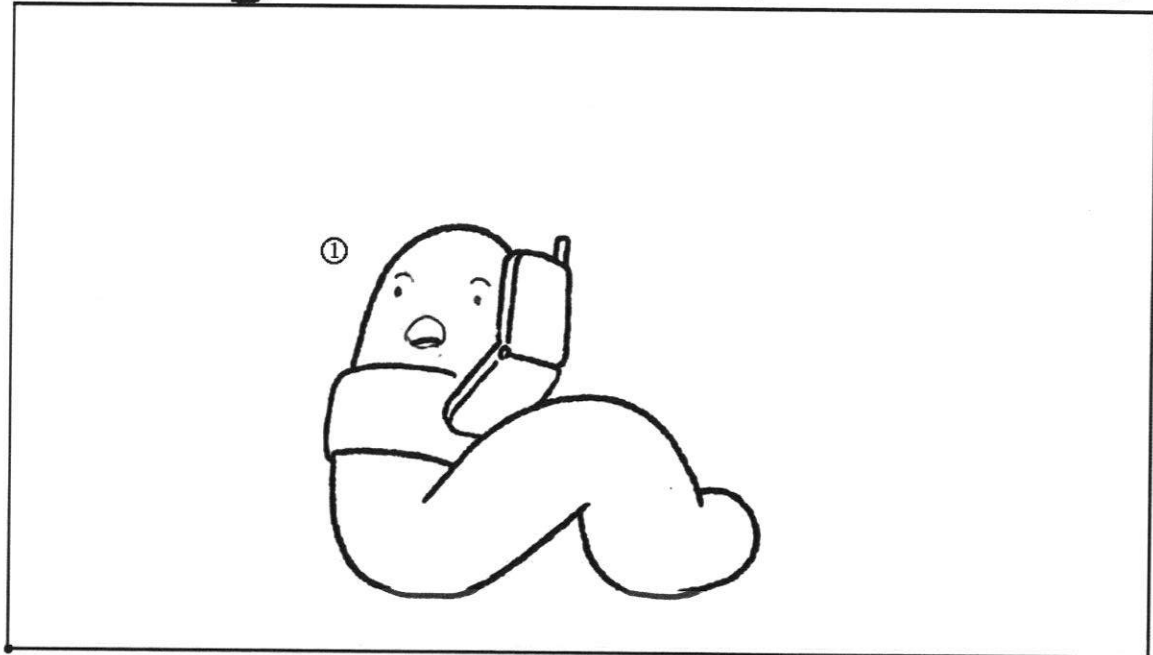


Page **83**

Sc. **73 cont** Pnl. **F** Bg. day night



Sc. **73 cont** Pnl. **G** Bg. day night



Dialog:

S/ OH HIII Oh you GOT IT /...  
THAT'S GREAT.

Action:

Timing:



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Production :

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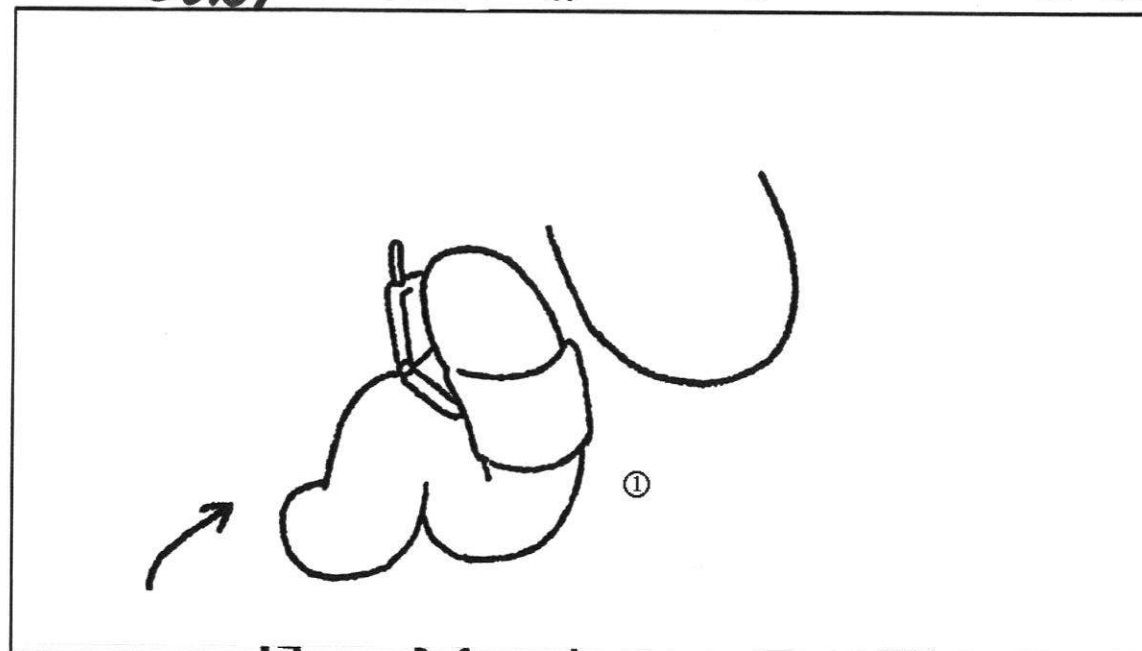
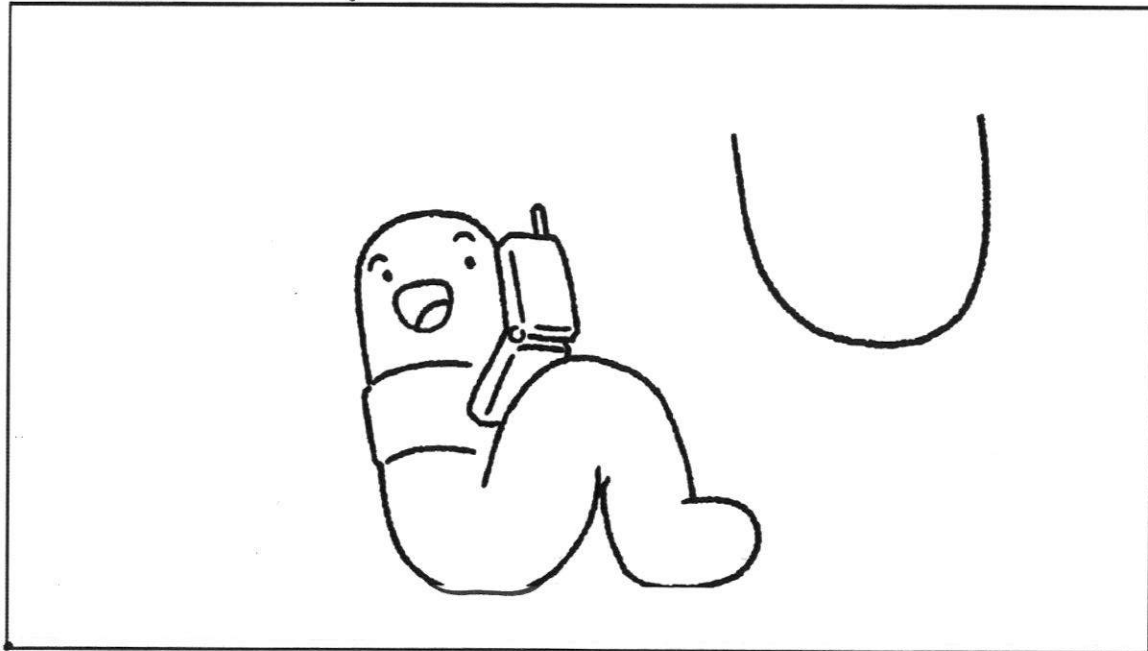
# ADVENTURE TIME



Sc. **73 CONT** Pnl. **H** Bg. day night

Sc. **73 CONT** Pnl. **I** Bg. day night

Page **84**  
**84A NEXT**



Dialog:

S: YOU LIKE HIM? UH-HUH?

Action:  
NOTE TO TIMING:  
ANIMATE THROUG  
POSE ②. IT IS  
A BREAKDOWN, NOT  
A KEY.  
Timing:



S: YOU'RE GONNA NAME  
HIM WHAT --

NOV 0 4 2013

SHELBY TURNS AND CRAWLS INTO  
JAKE'S EAR.



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Production :

1025/166

# ADVENTURE TIME



Page 84A  
~~85~~ NEXT  
 day night

Sc. 73 *CONT*

Pnl. J

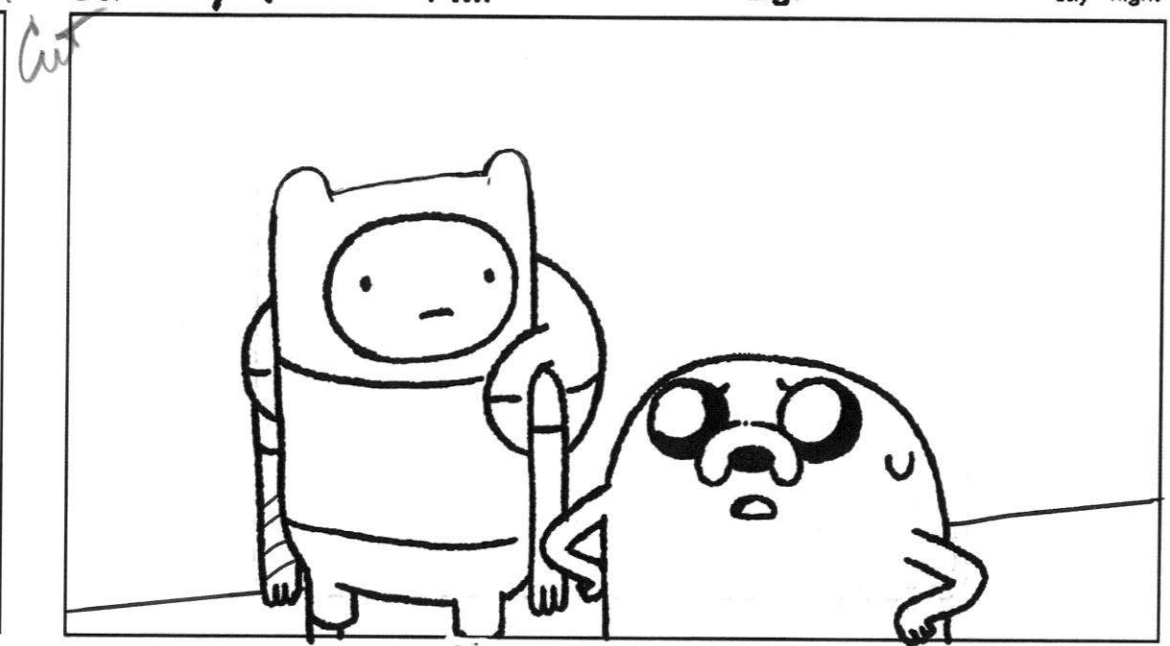
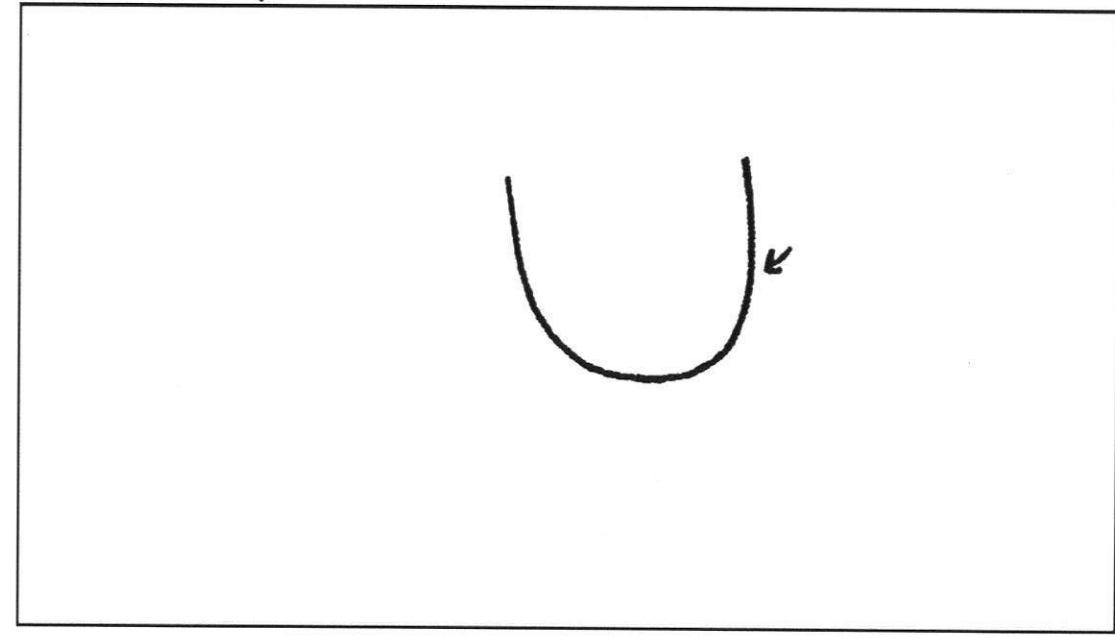
Bg.

day night *HU*

Sc. 74

Pnl. A

Bg.



Dialog:

S: "SPEEDBOAT"?

S: (MUFFLED) YEAH, THAT'S A GOOD ONE

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Action:

JAKE'S EAR FOLLS BACK INTO PLACE.

- JAKE LISTENS

Timing:



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Production :

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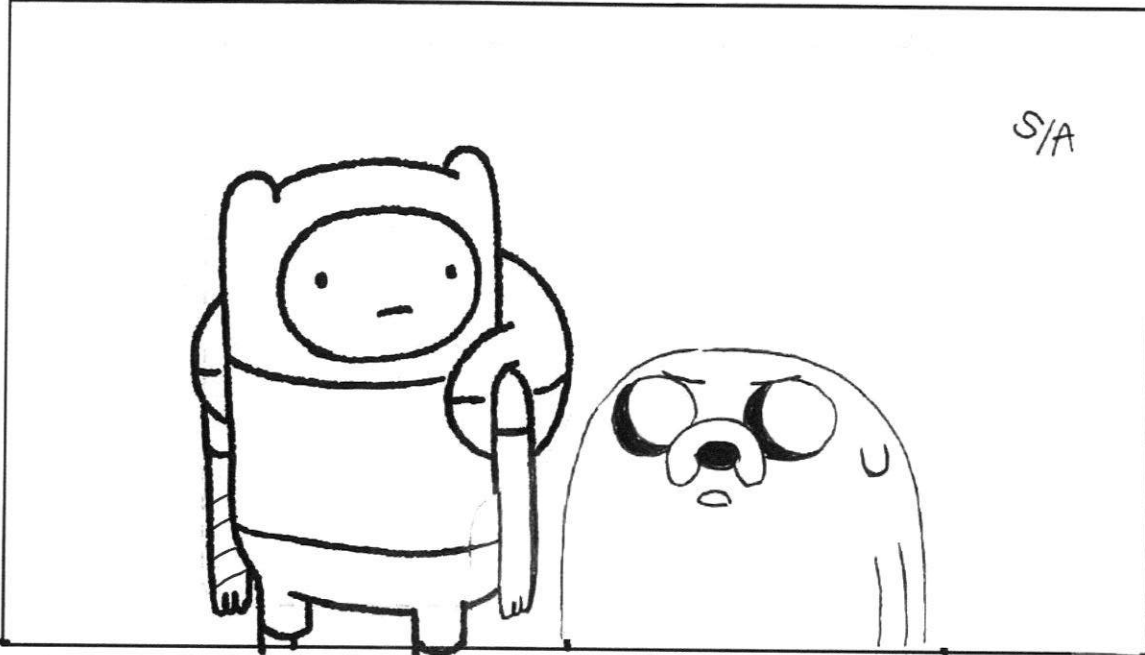
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# ADVENTURE TIME

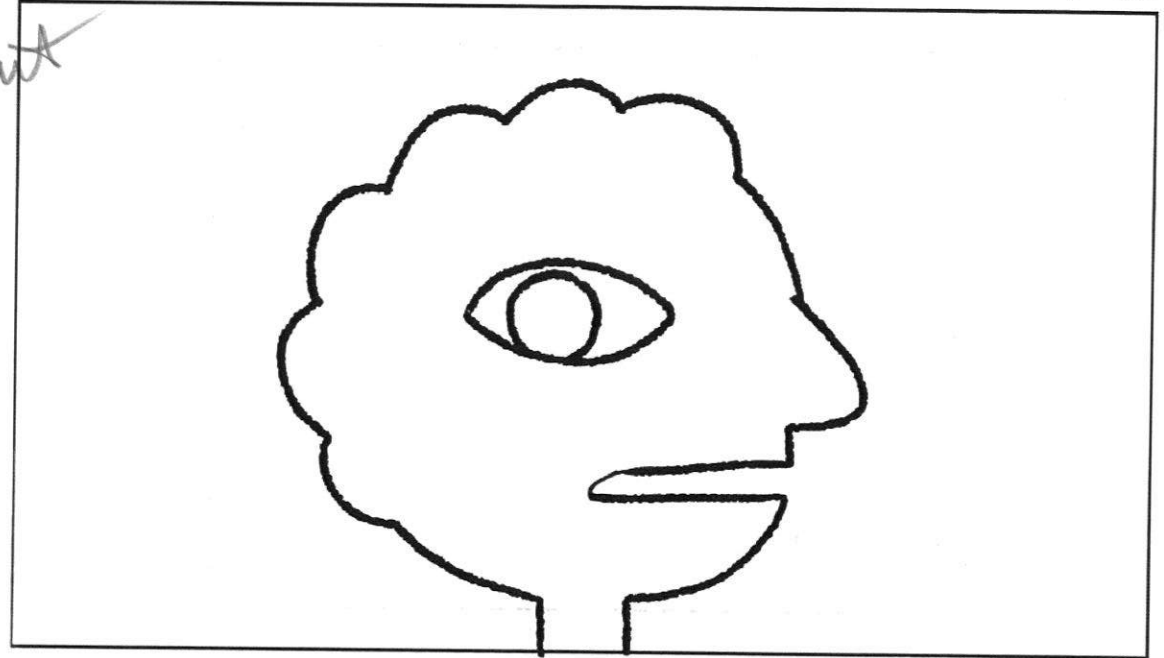


Page **85**

Sc. **74** *CONF* Pnl. **B** Bg. day night



Sc. **75** Pnl. **A** Bg. day night



Dialog:

**J/ DANG SHELBY**

**P/A WISH WOULDN'T HAVE WORKED  
ANYWAY.**

Action:

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Timing:

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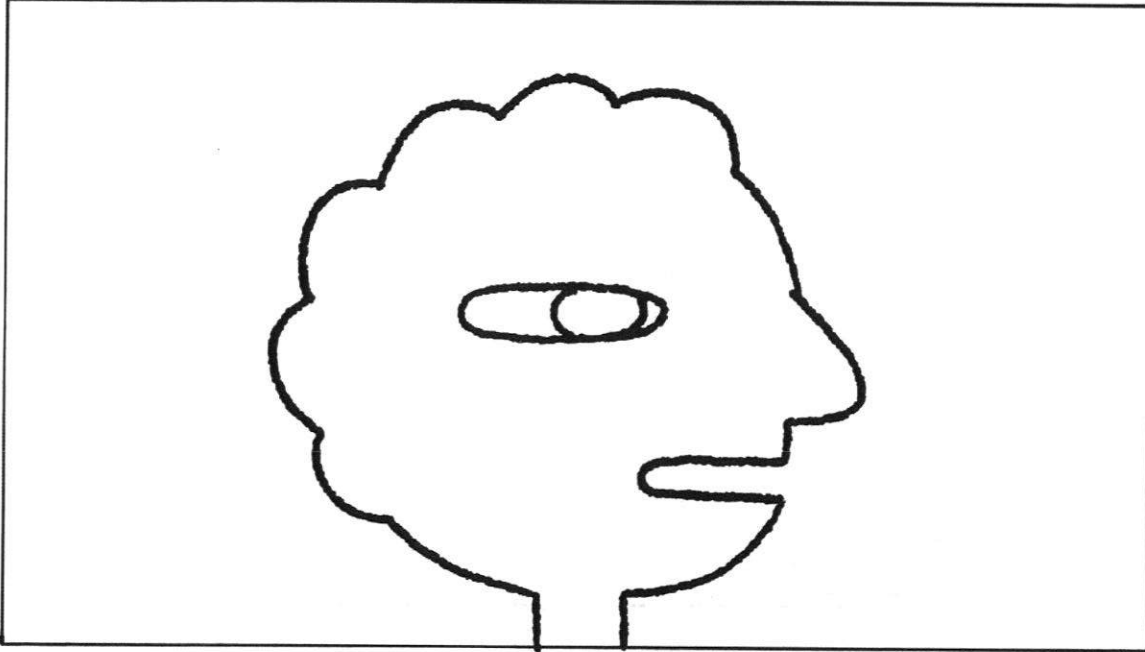
# ADVENTURE TIME



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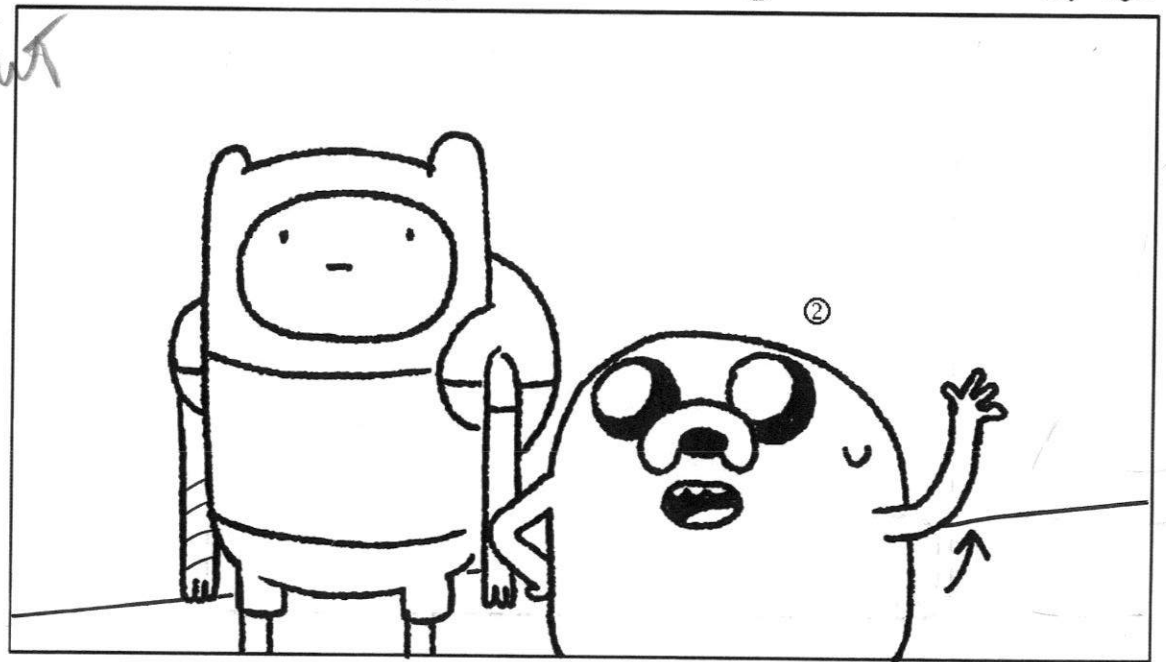
Sc. 75 cont Pnl. B Bg.

day night



Sc. 76 Pnl. A Bg.

Page 86 day night



Dialog:

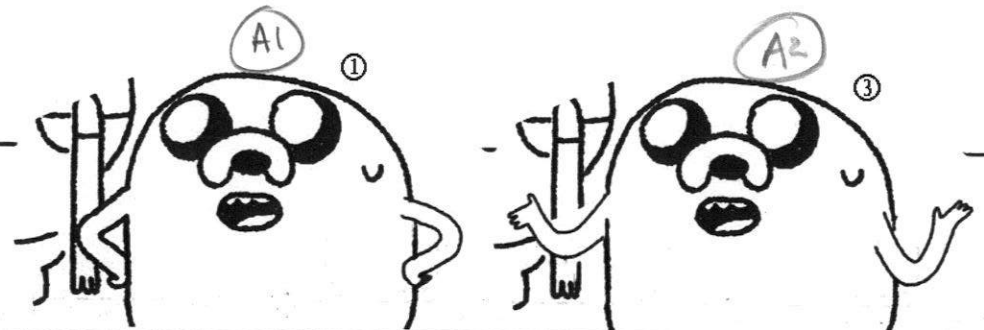
P/ YOU CAN ONLY GET TO THE CITADEL  
BY COMMITTING A COSMIC CRIME.

J/ SO WHATTAWA GOTTA DO ROB A COSMIC BANK?  
STEAL A SPACE BABY?

NOV 04 2013

Action:

Timing:



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Production :

1025/166

HW  
CUT

# ADVENTURE TIME



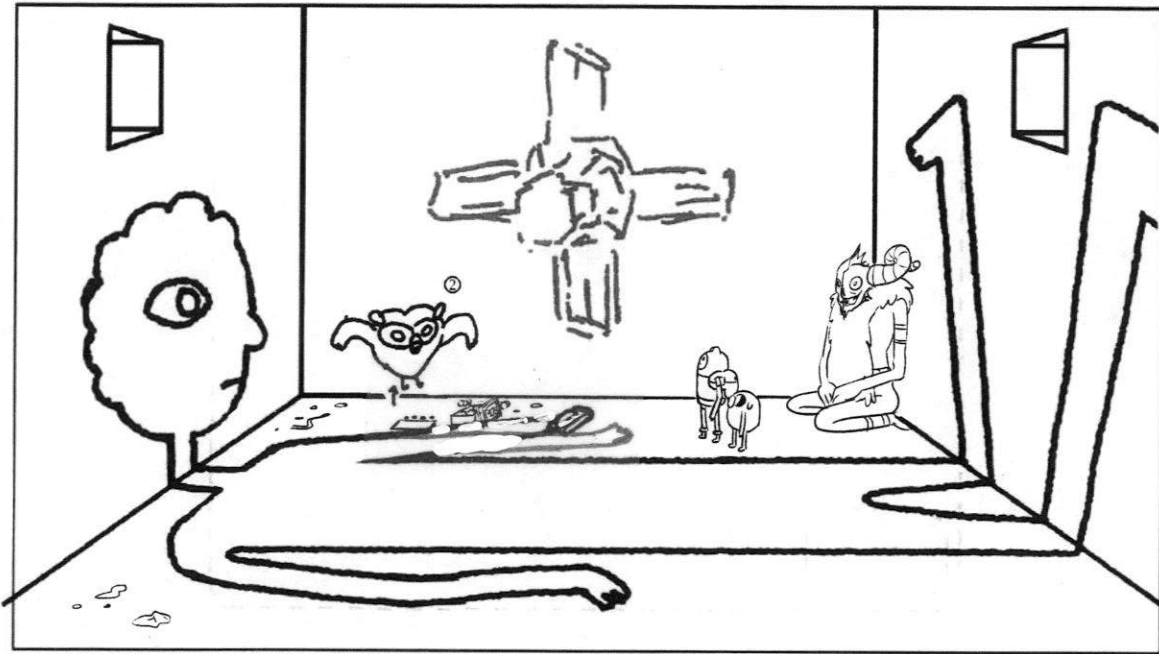
Page **87**

Sc. **77**

Pnl. **A**

Bg.

day night

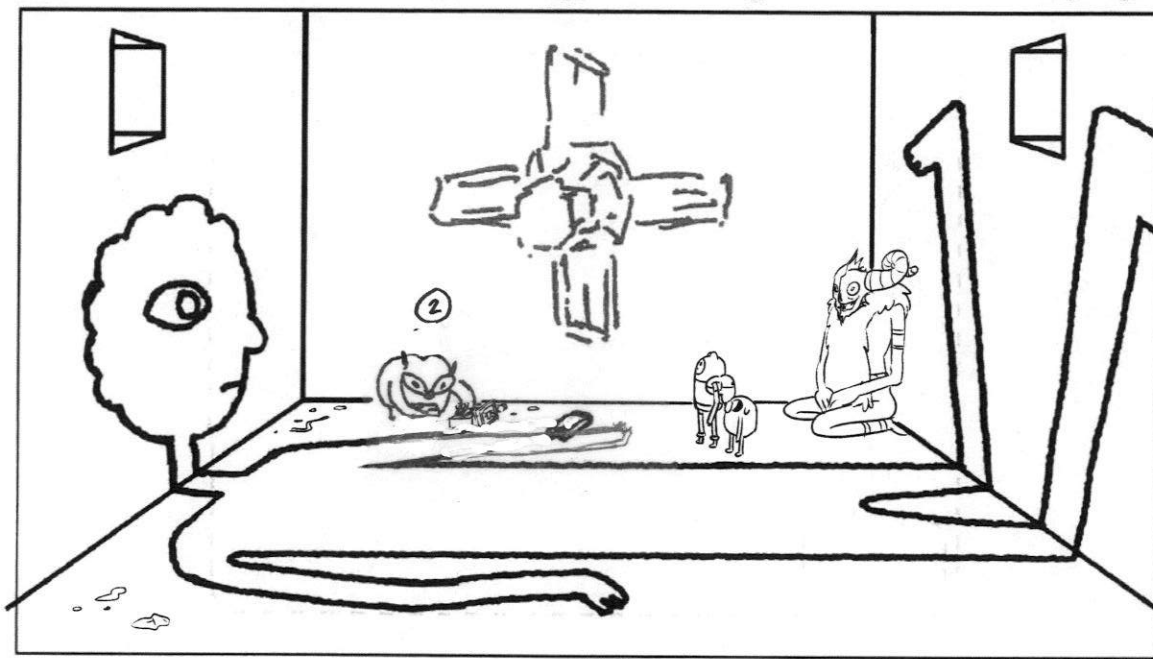


Sc. **77 CONT**

Pnl. **B**

Bg.

day night



Dialog:

CO/ Hoo! UHHH --

(QUICK)  
CO/ I JUST REMEMBERED I GOTTA GO HOME -  
GOTTA ... GROOM MY FEATHERS --

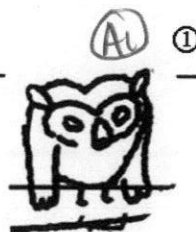
NOV 04 2013

Action:

- CO GETS NERVOUS ABOUT ALL THIS  
CRIME TALK

- He collects the board game all together under his

Timing:



1025/166

1025-166

EPISODE #

1025/166

Production :



1025/166

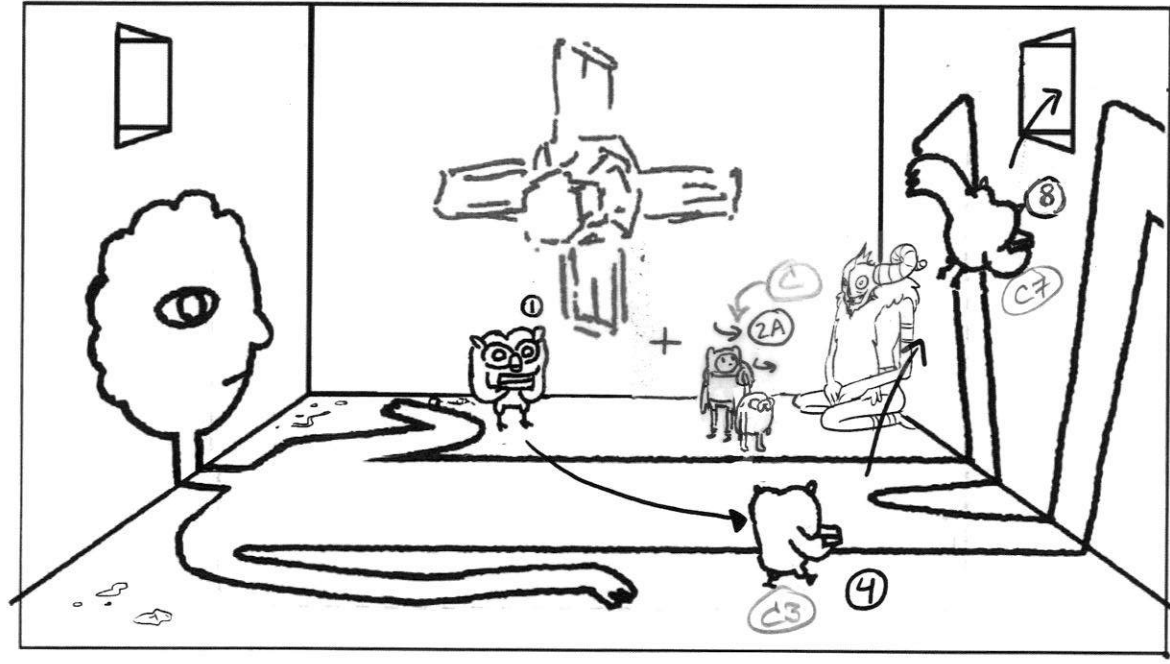
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# ADVENTURE TIME

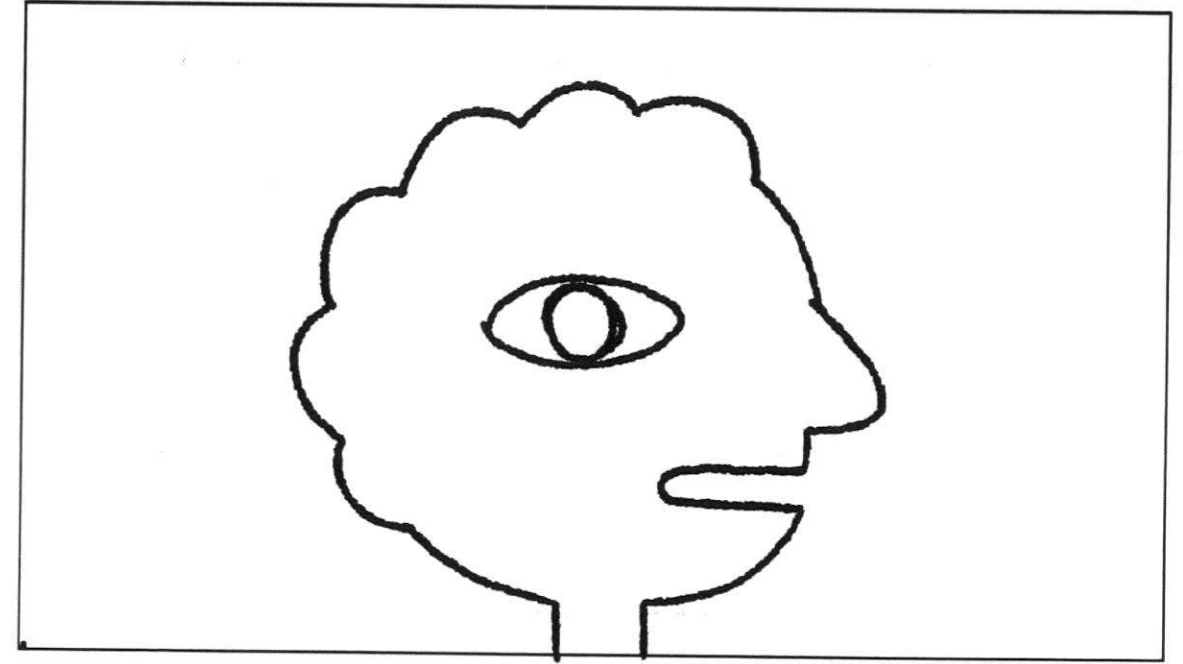


The Cut

Sc. *17 CONT* Pnl. *C* Bg. day night



Sc. *78* Pnl. *A* Bg. day night



Dialog:	<i>CO/ GOOD BYE GOOD BYE</i>	<i>P/LISTEN. IF YOU GUYS ARE SERIOUS ABOUT THIS...</i>
Action:	<i>Cosmic owl NERVOUSLY FLIES OUT of the CUBE.</i>	
Timing:		

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1025/166

1025-166

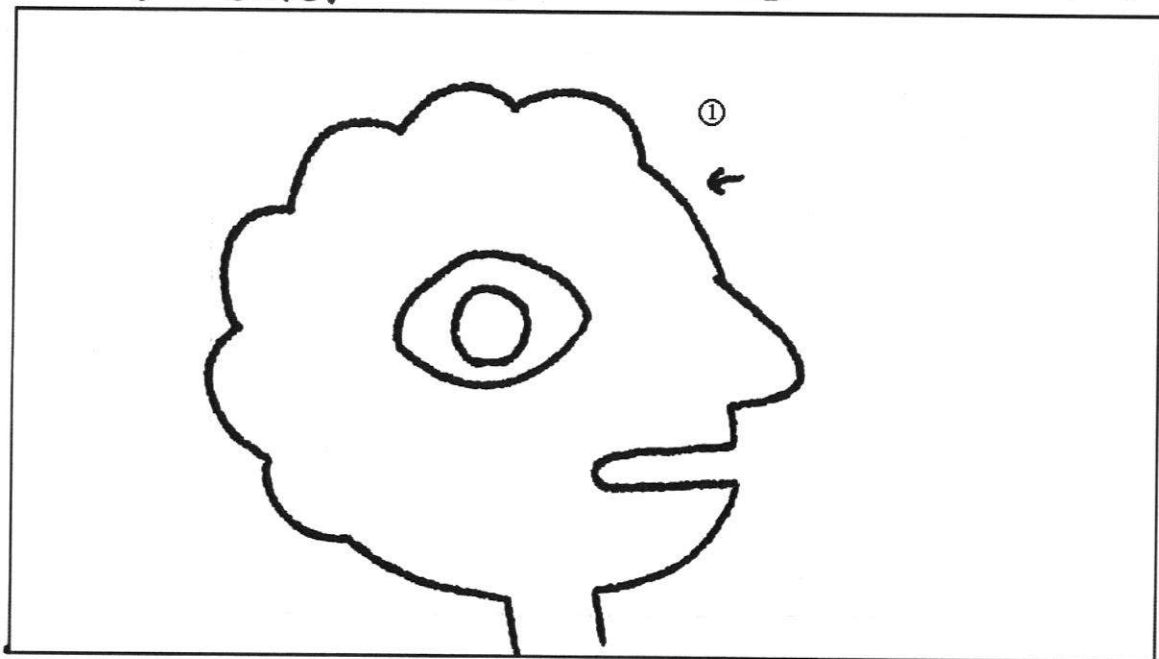
EPISODE # 1025/166

Production :

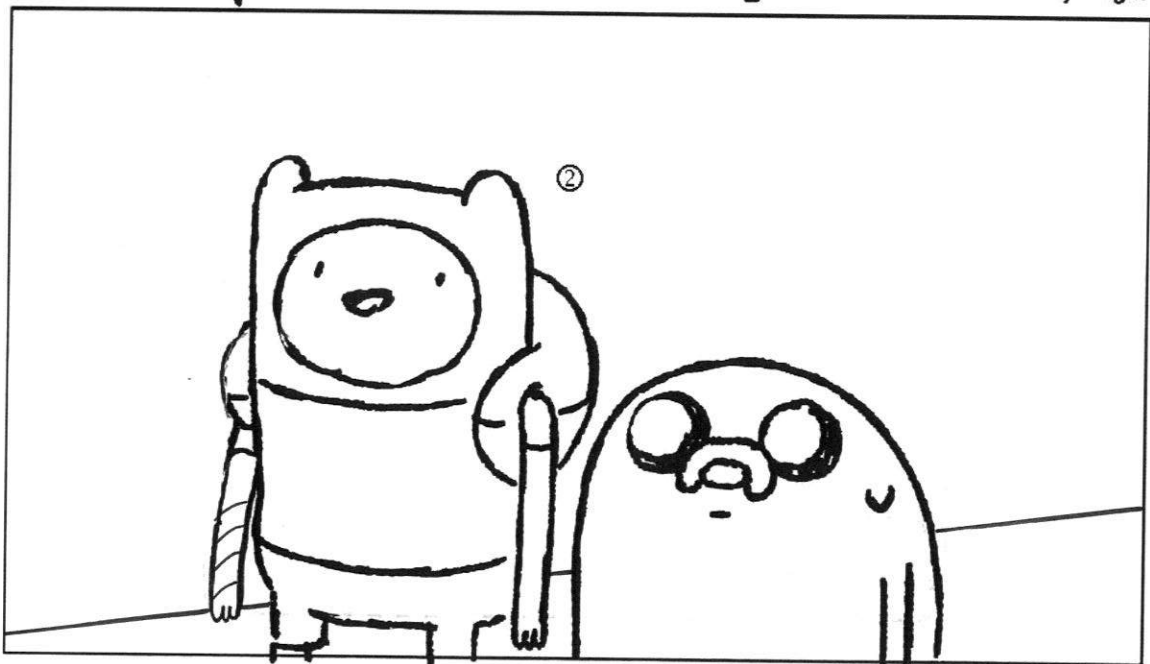
# ADVENTURE TIME



Sc. 78 cont Pnl. B Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:  
P/...ALL YOU GOTTA DO IS FIND A CERTAIN  
SLEEPING OLD MAN AND BRING HIM HERE.  
F/ THAT'S IT?

Action:  
Timing:

NOV 0 4 2013

1025/166

EPISODE # 1025-166  
1025/166

Production :

# ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

day night

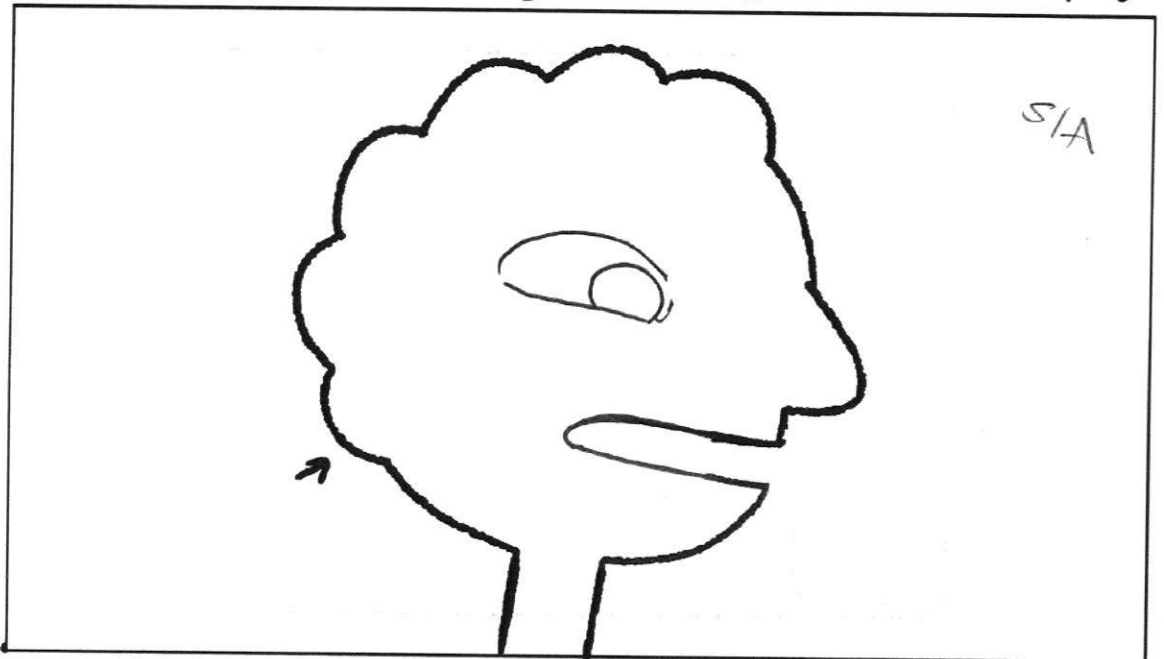


Sc. 80 cont

Pnl. B

Bg.

day night



Dialog:

P/ YEEUUUP...  
HE'S ON ONE OF THOSE FLOATING  
ISLANDS OUT THERE.

P/ IT KINDA LOOKS LIKE AN UPSIDE  
DOWN DUCK

Action:



Timing:

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EPISODE #  
1025/166

Production :

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1025/166

Cut

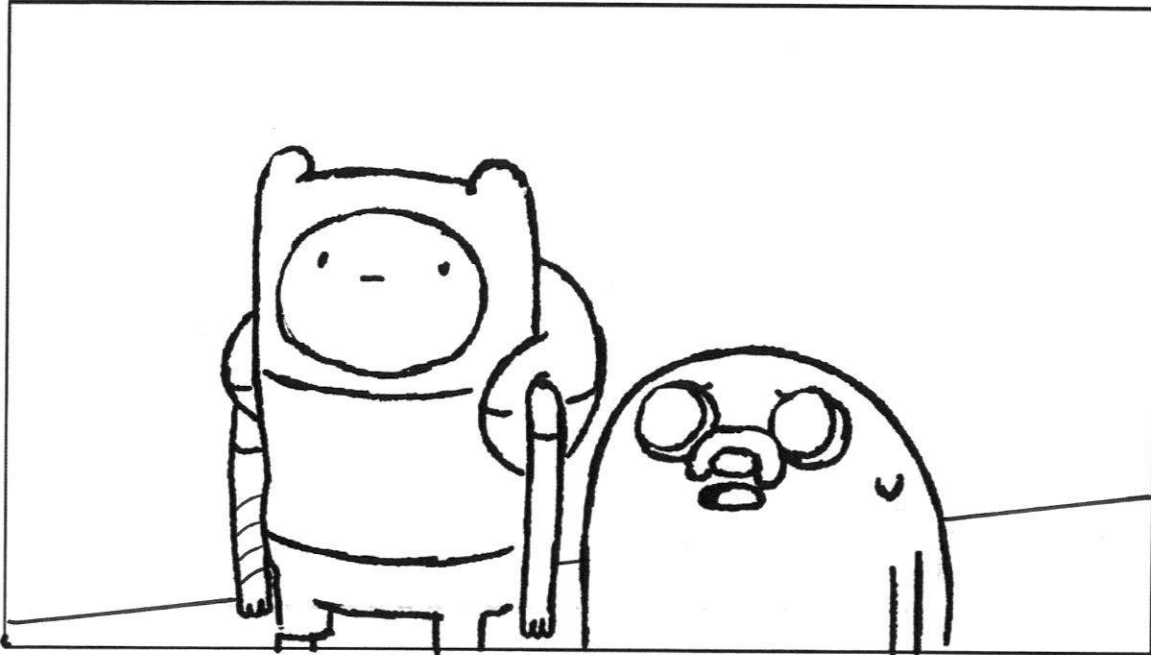
# ADVENTURE TIME



Cut

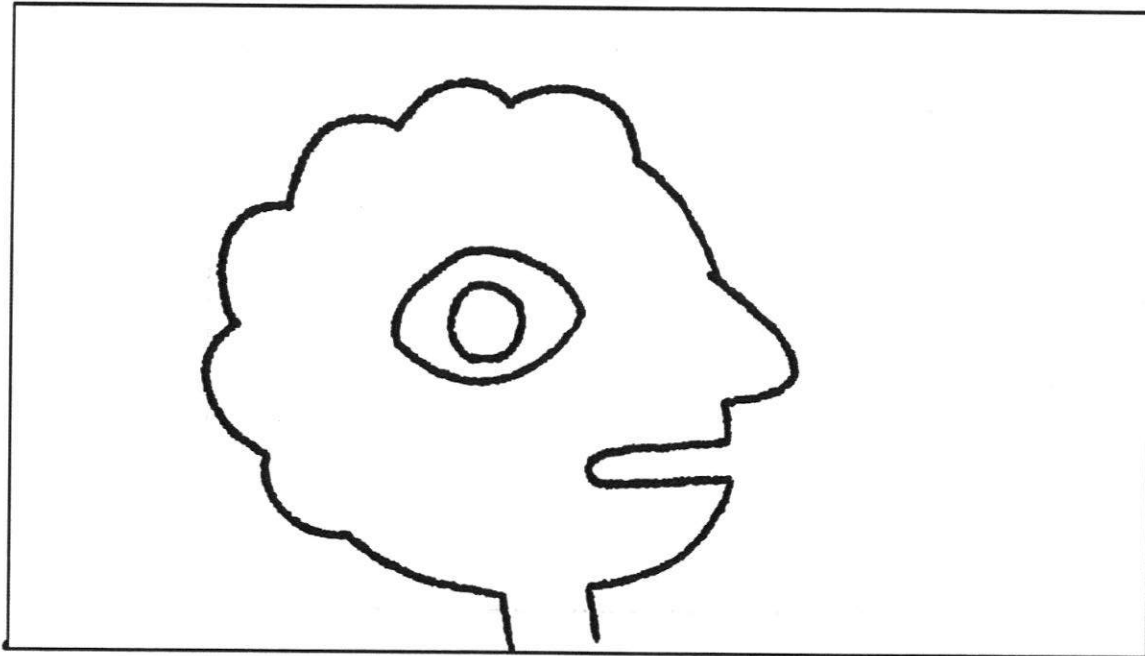
Sc. 81 Pnl. A Bg.

day night



Sc. 82 Pnl. A Bg.

Page 91  
day night



Dialog:  
J/ THAT DOESN'T SEEM LIKE  
MUCH OF A CRIME.

P/ YEAH BUT THAT'S ALL THERE IS TO IT...

Action:

Timing:

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EPISODE #  
1025/166

Production :

1025/166

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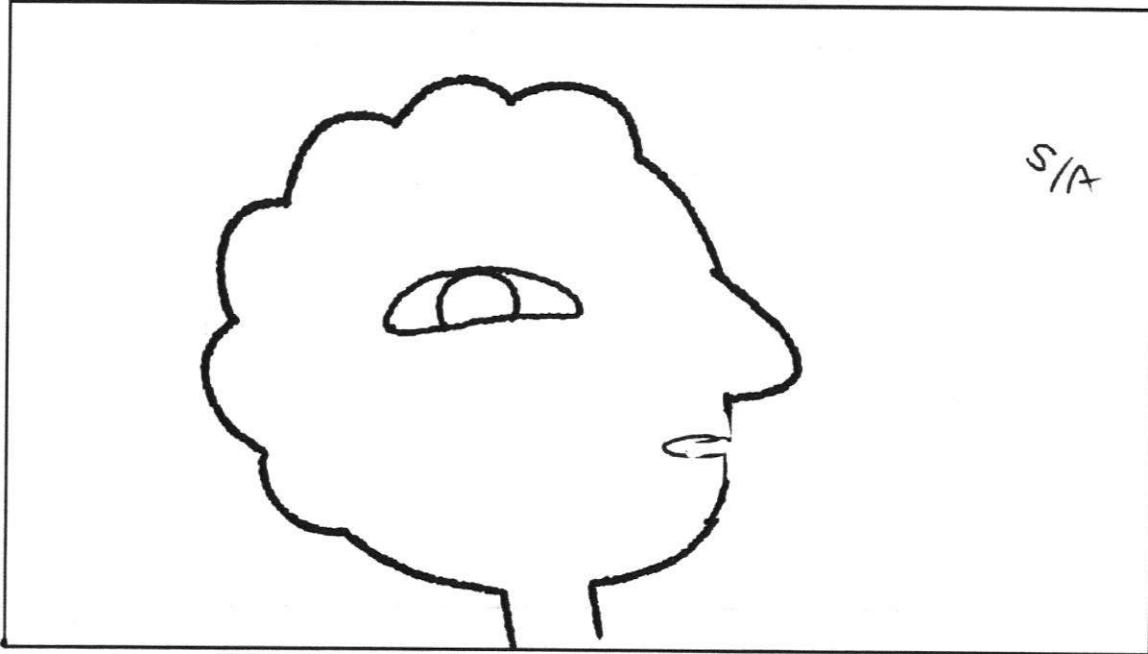
# ADVENTURE TIME



Cut

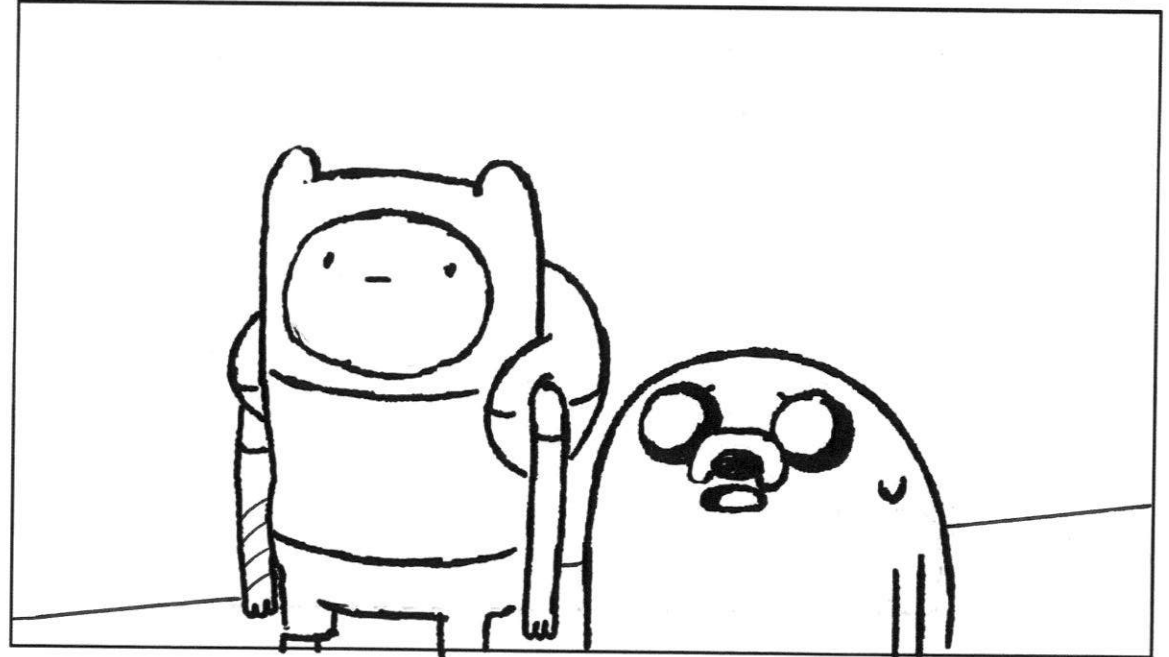
Sc. 82 CONT Pnl. B Bg.

day night



Sc. 83 Pnl. A Bg.

Page 92  
day night



Ho  
Cut

Dialog:

P/ (under BREATH)...FOR NOW.

J/ WHAT?

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

HO  
cut

# ADVENTURE TIME

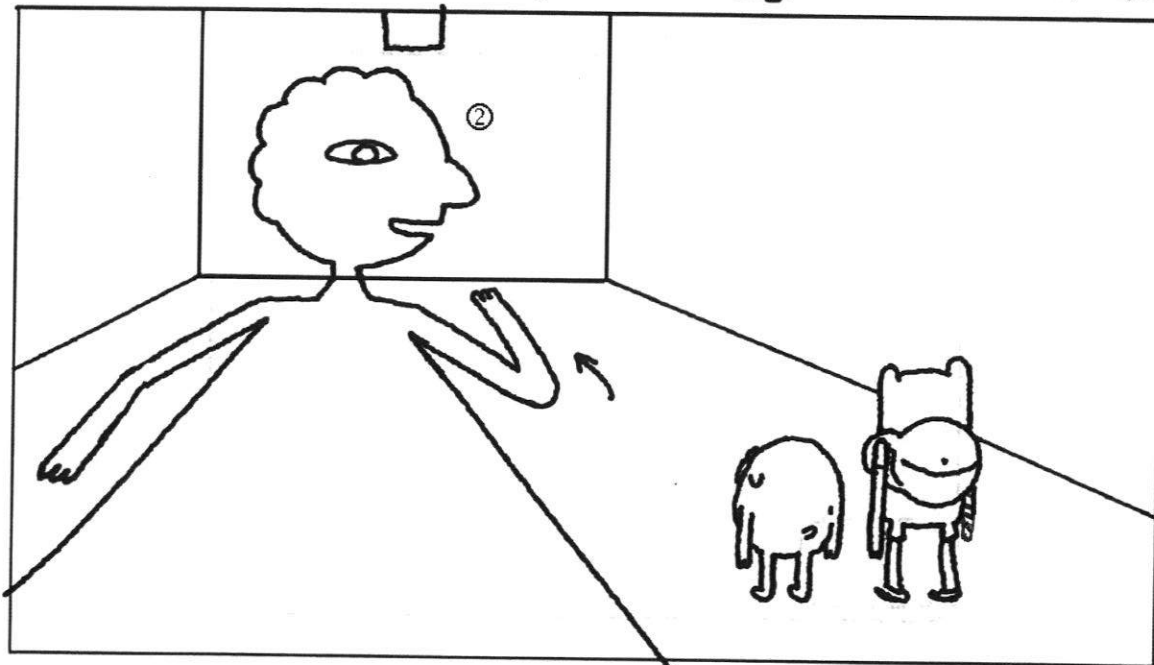


Sc. 84

Pnl. A

Bg.

day night

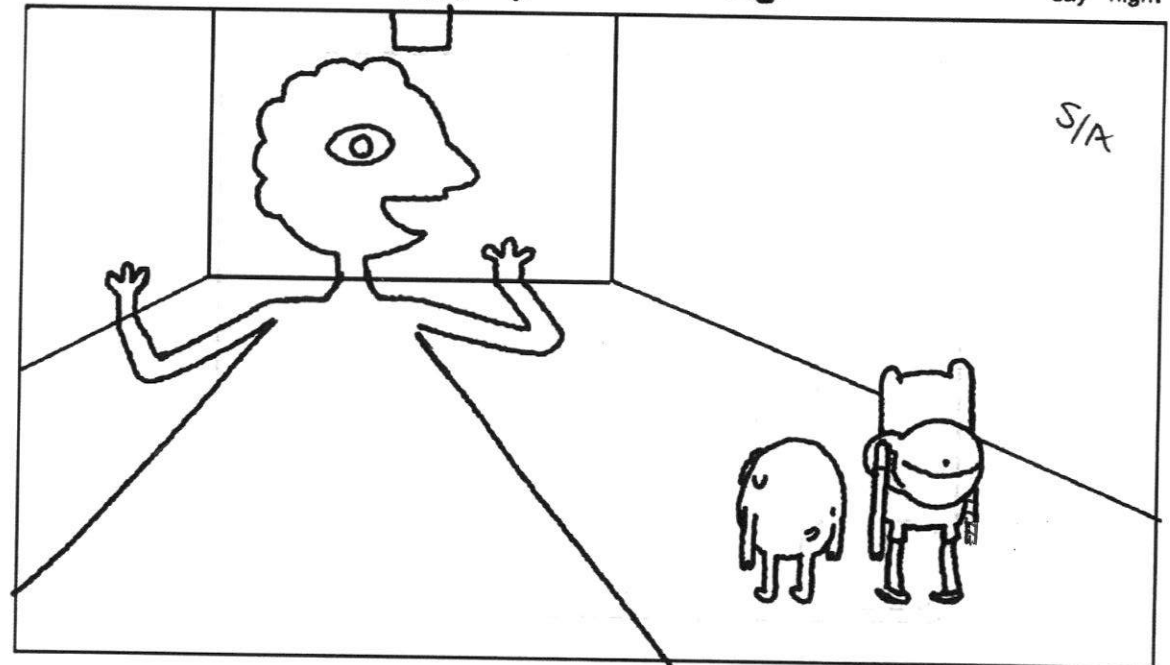


84 cont

Pnl. B

Bg.

day night



Dialog:

P/ CHECK IT OUT -

Action:



Timing:

P/ I got gifts for you guys.

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HO  
cut

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EPISODE #

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Production :

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1025/166



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Ho  
Cut

# ADVENTURE TIME



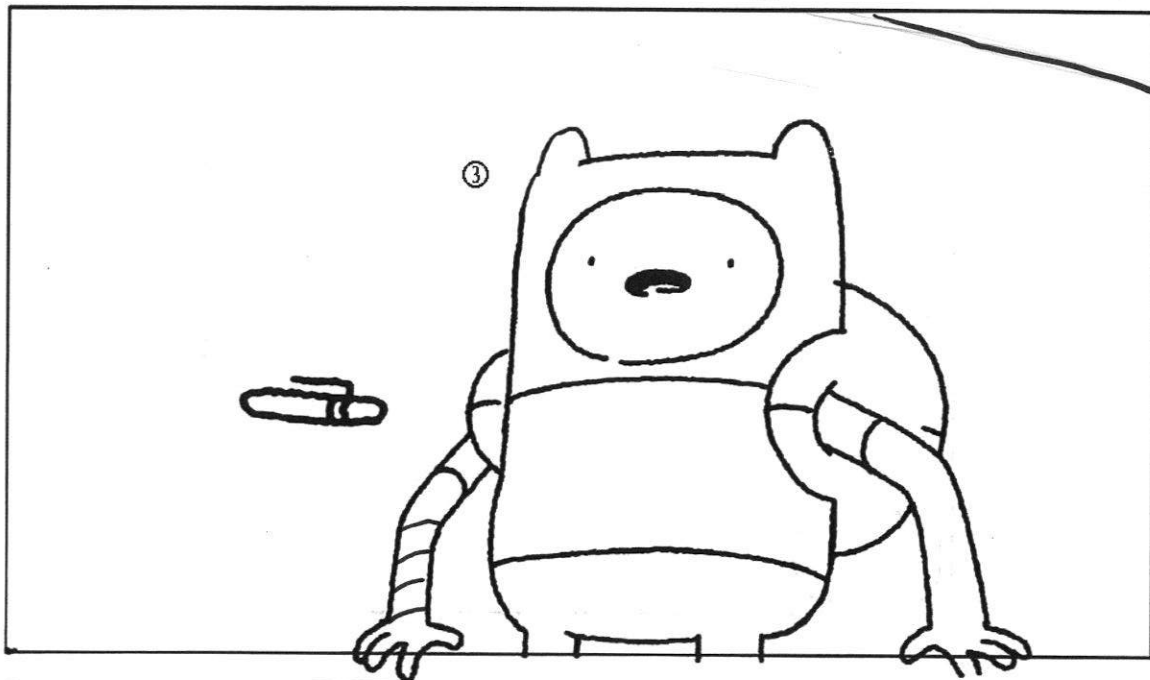
Page **94**

Sc. **85**

Pnl. **A**

Bg.

day night

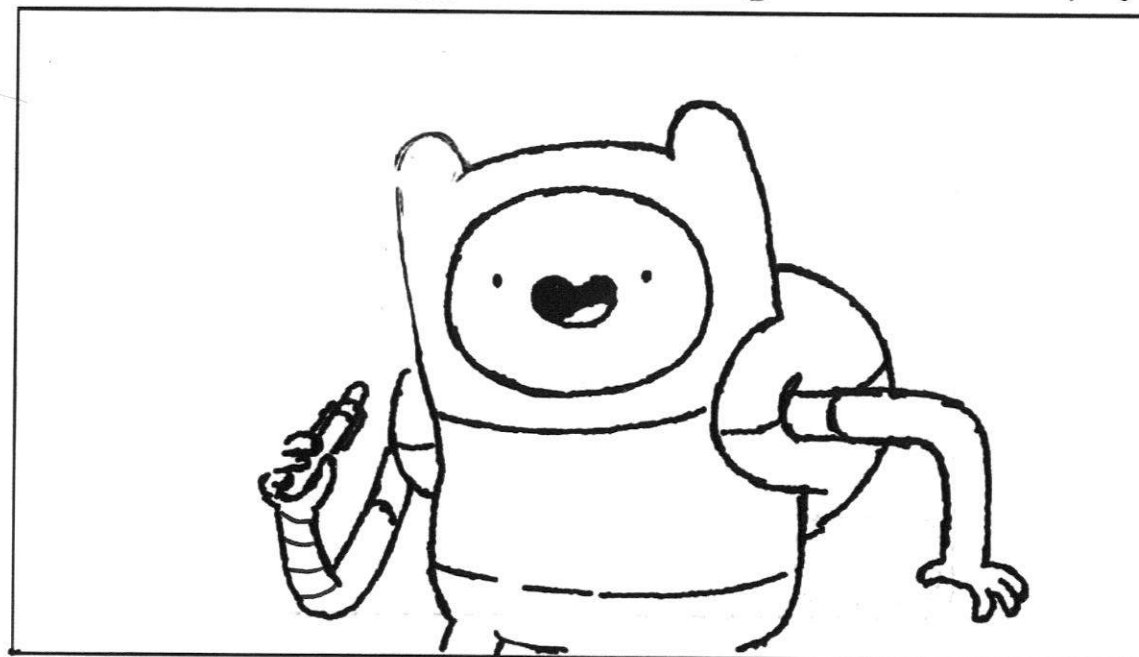


Sc. **85 cont**

Pnl. **B**

Bg.

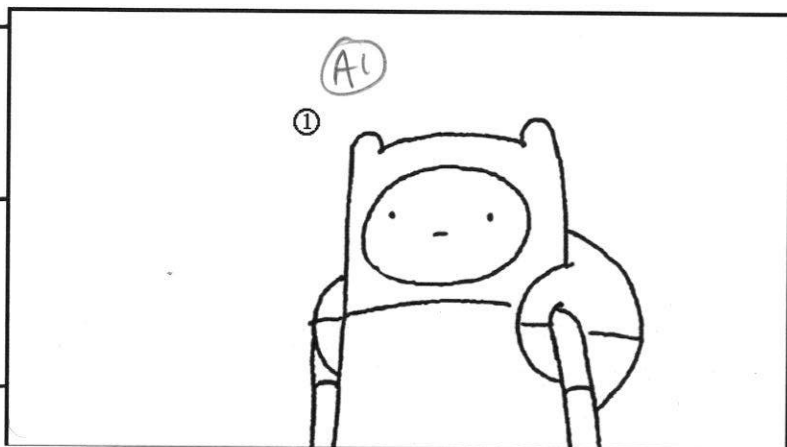
day night



Dialog:

Action:

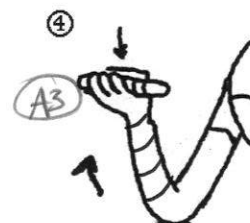
Timing:



F/HA, COOL! it's A PEN LIGHT.

BL LASER BEAMS  
IN & morph into penlight

IT DROPS INTO  
FINN'S HAND



NOV 04 2013

1025-166

EPISODE #

Production :

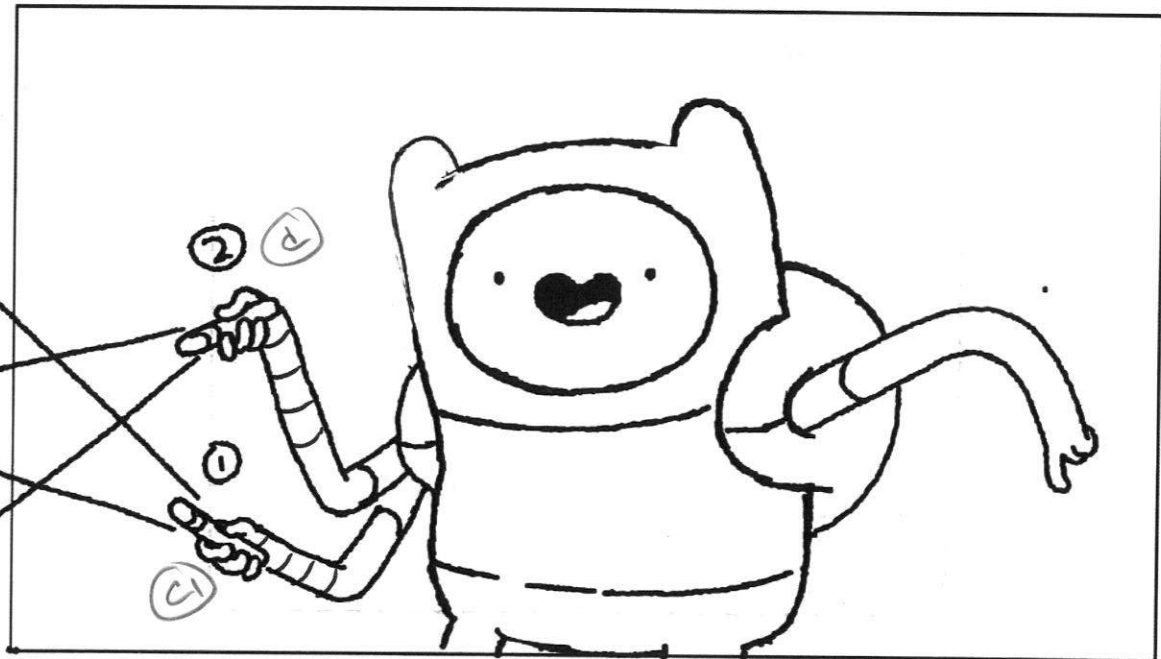
1025/166

# ADVENTURE TIME

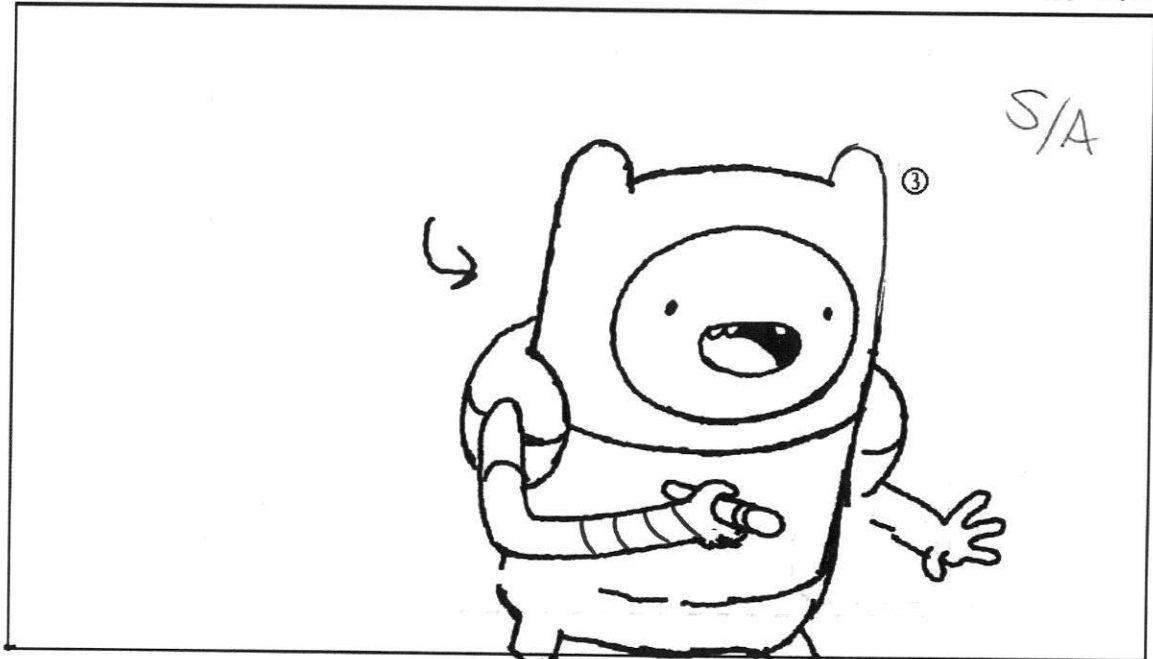


Page **95**

Sc. **85 cont** Pnl. **C** Bg. day night



Sc. **85 cont** Pnl. **D** Bg. day night



Dialog:

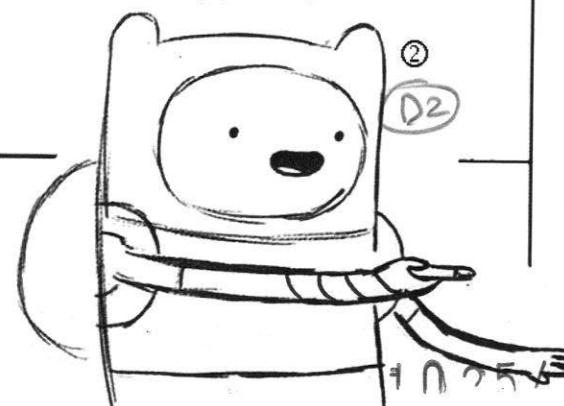
**F/ BLOW. Lowww. VRRM**

Action:

**Finn uses Pen Light.  
Pen lights up when he presses on it.**

Timing:

**F/ JAKE, DON'T LOOK DIRECTLY  
IN THE BEAM.**



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EPISODE # **1025-166**

Production :

**1025/166**

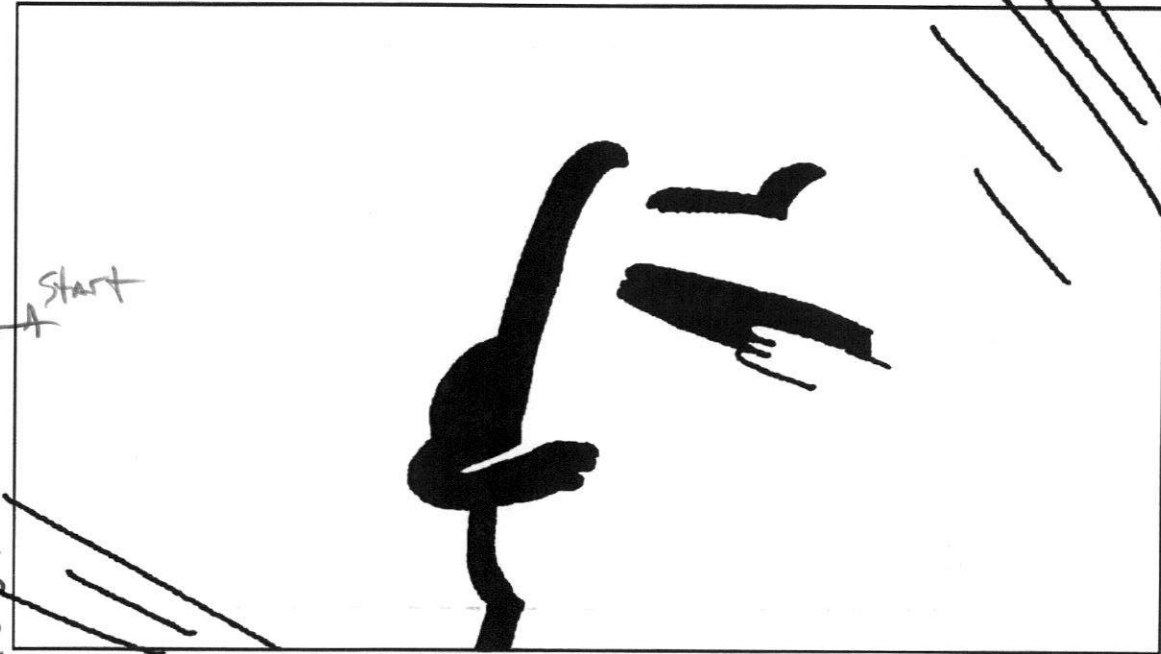
**1025/166**

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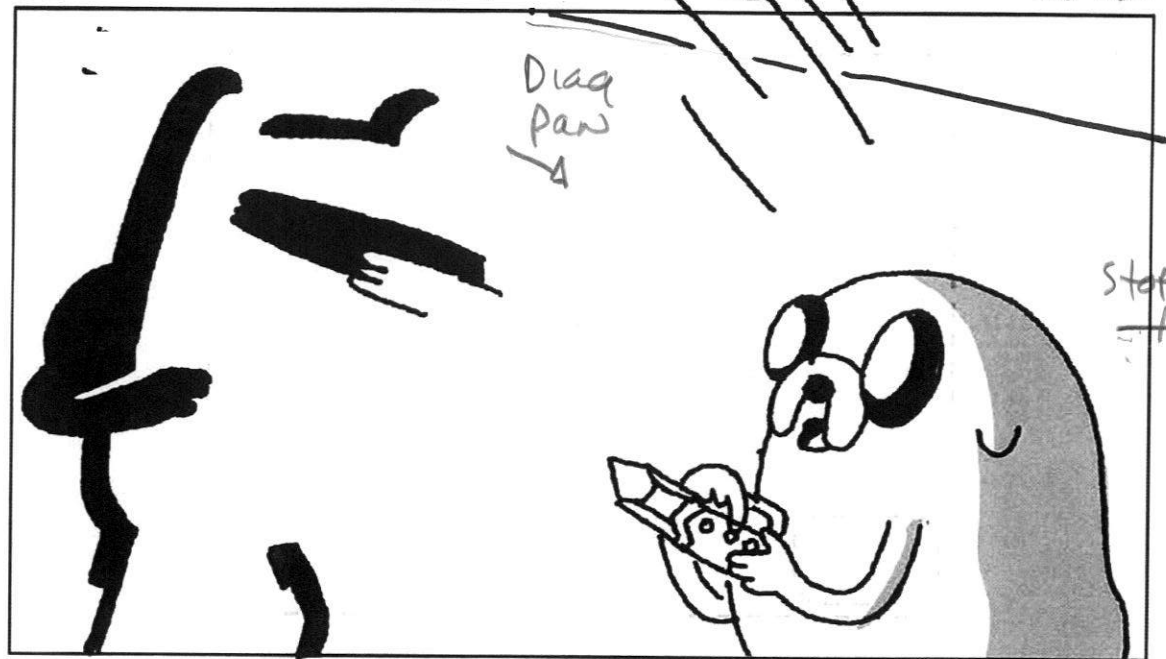
# ADVENTURE TIME



Sc. 8S cont Pnl. E Bg. day night



Sc. 8S cont Pnl. F Bg. day night



Dialog:

F/WAAAH!

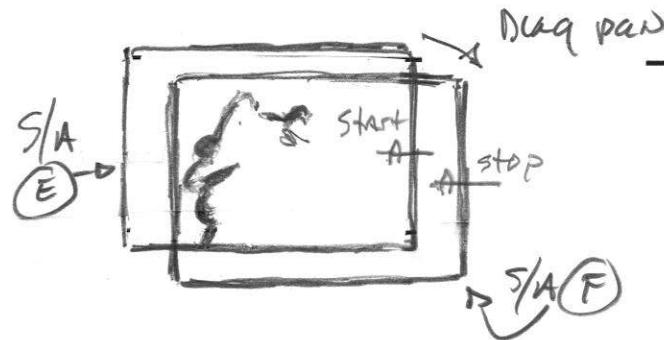
(Diag PAN to JAKE)

J/OH, SORRY.

Action:

FINN IS BLINDED BY A BEAM OF LIGHT

Timing:



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EPISODE #

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Production :

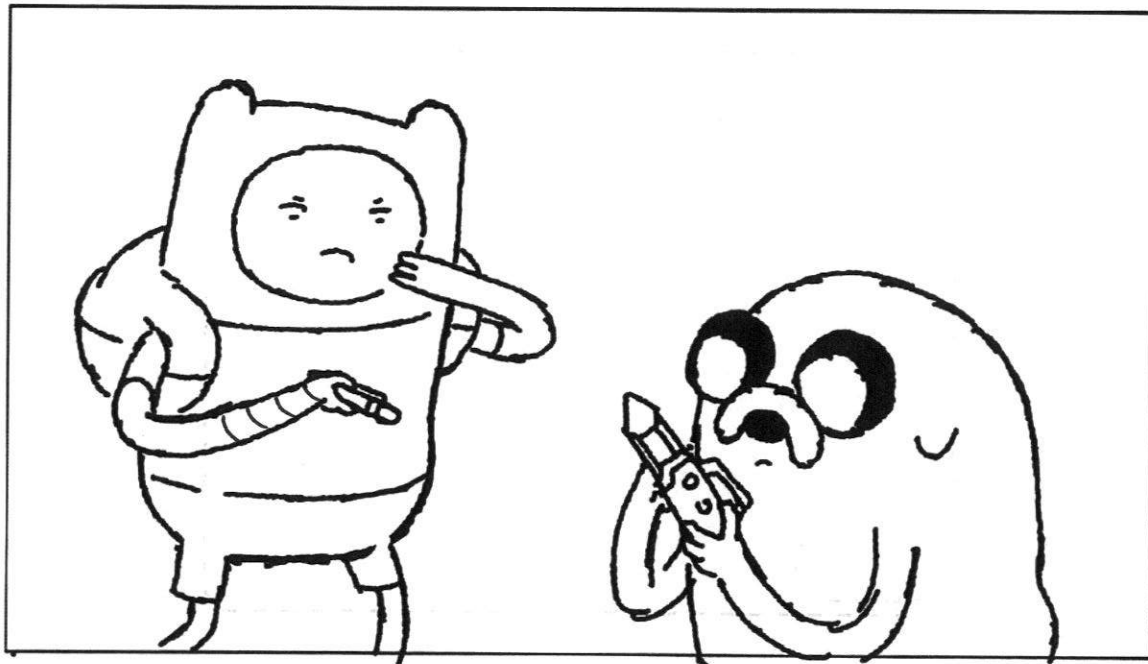
1025/166

# ADVENTURE TIME

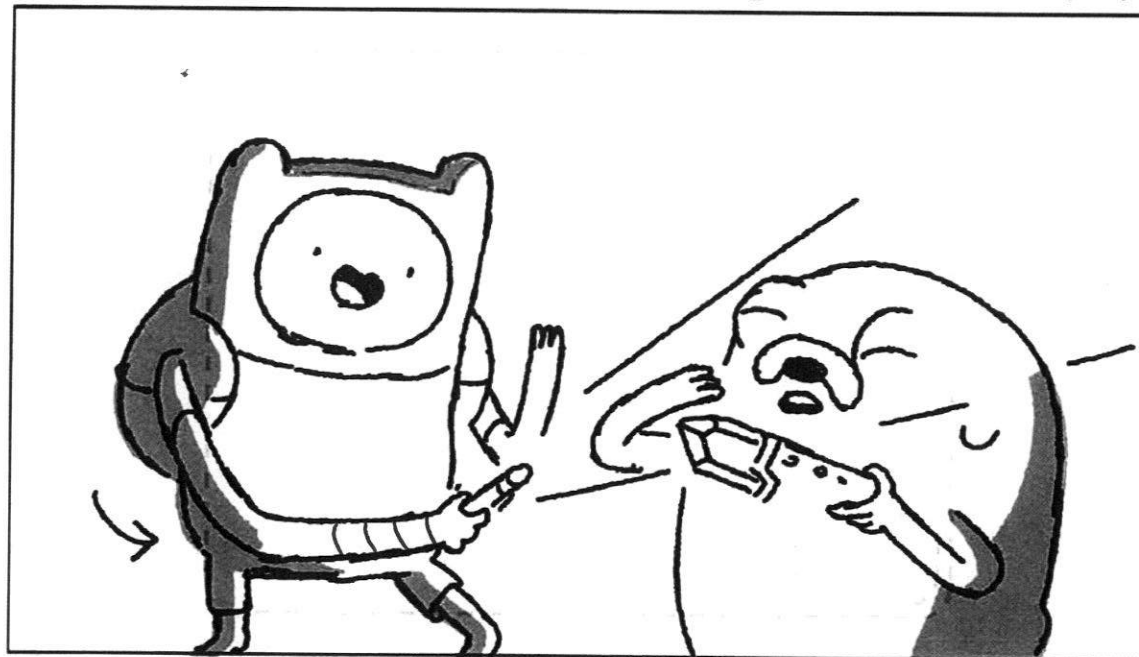


Page 97

Sc. 85 CONT Pnl. G Bg. day night



Sc. 85 CONT Pnl. H Bg. day night



Dialog:

SFX: \*CLICK

F/BZOW! HA, HA.

Action:

JAKE TURNS OFF LIGHT.

Fnn Zips TAKE.

NOV 04 2010

Timing:

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME

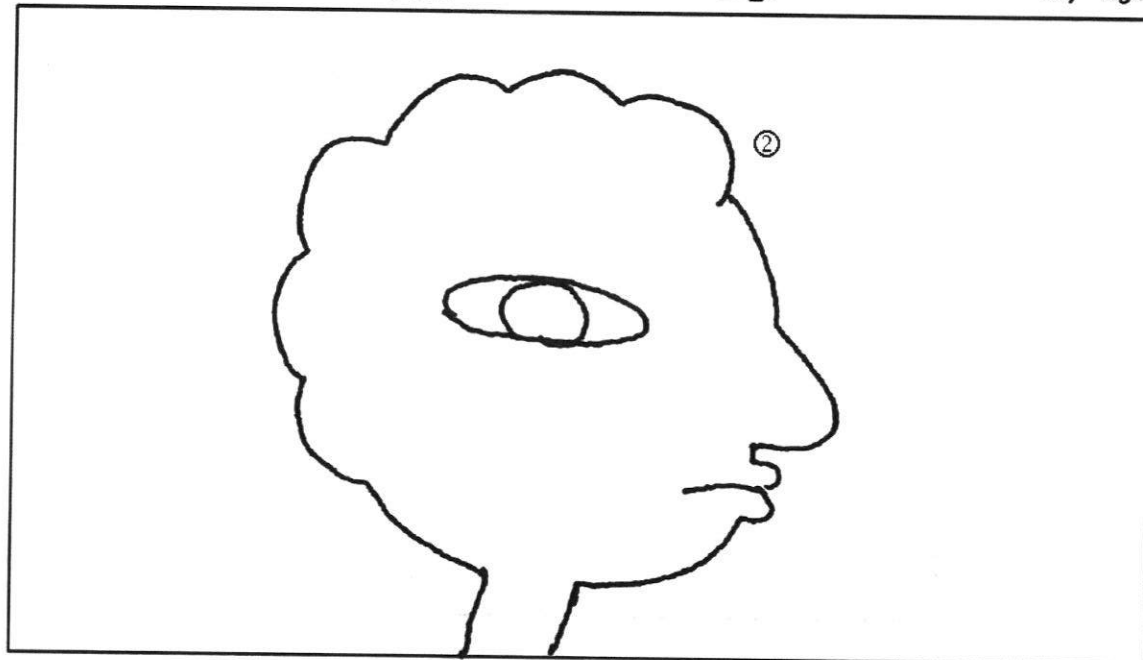
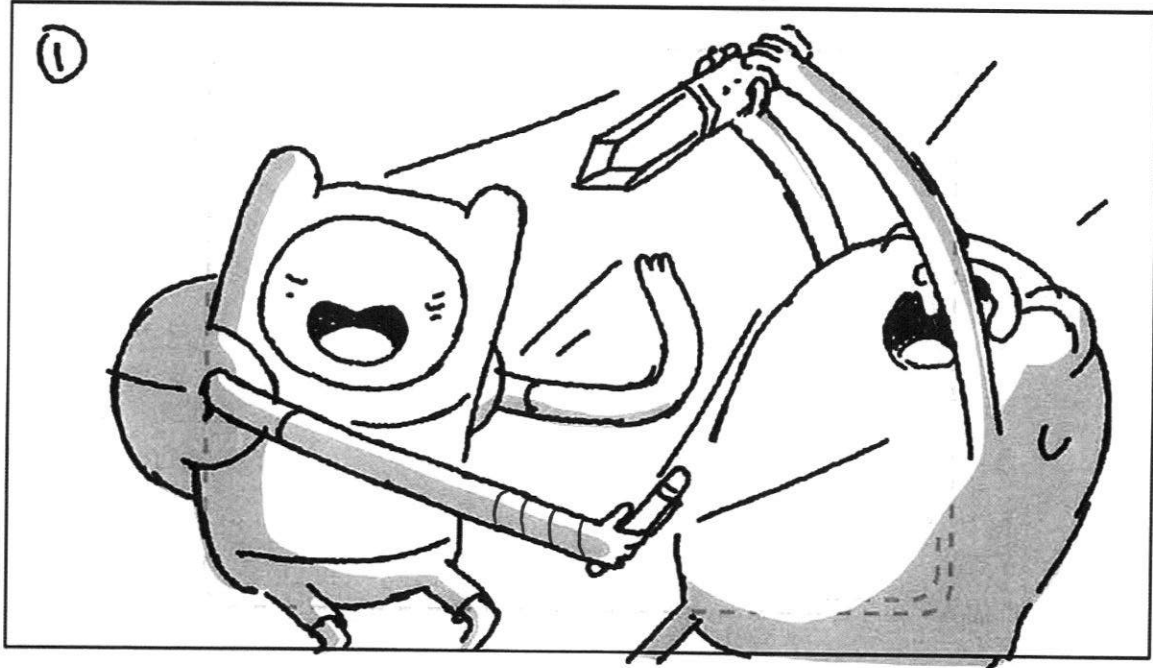


Sc. 85 cont Pnl. I Bg.

day night

Sc. 86 Pnl. A Bg.

Page 98  
day night

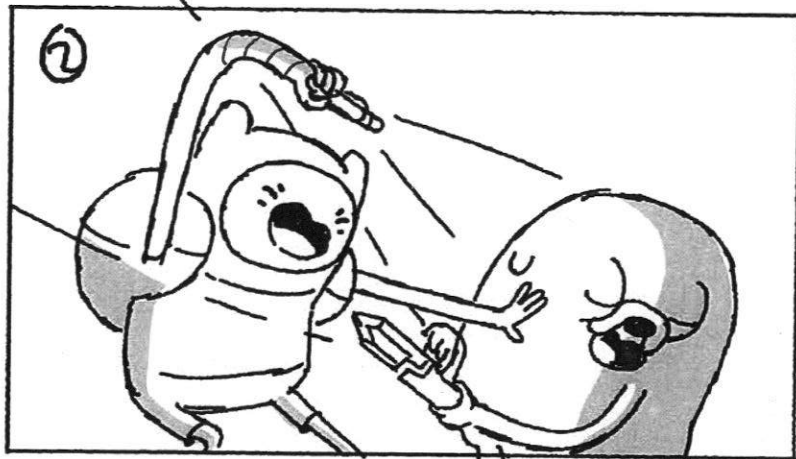


Dialog: FfJ / ZOW, BZOW, HA HA.

Action: ACTION ALTS

①②①②

Timing:



P/ mmm...

NOV 04 2013

Al ①



Pro.

1025/166

1025-166

EPISODE #

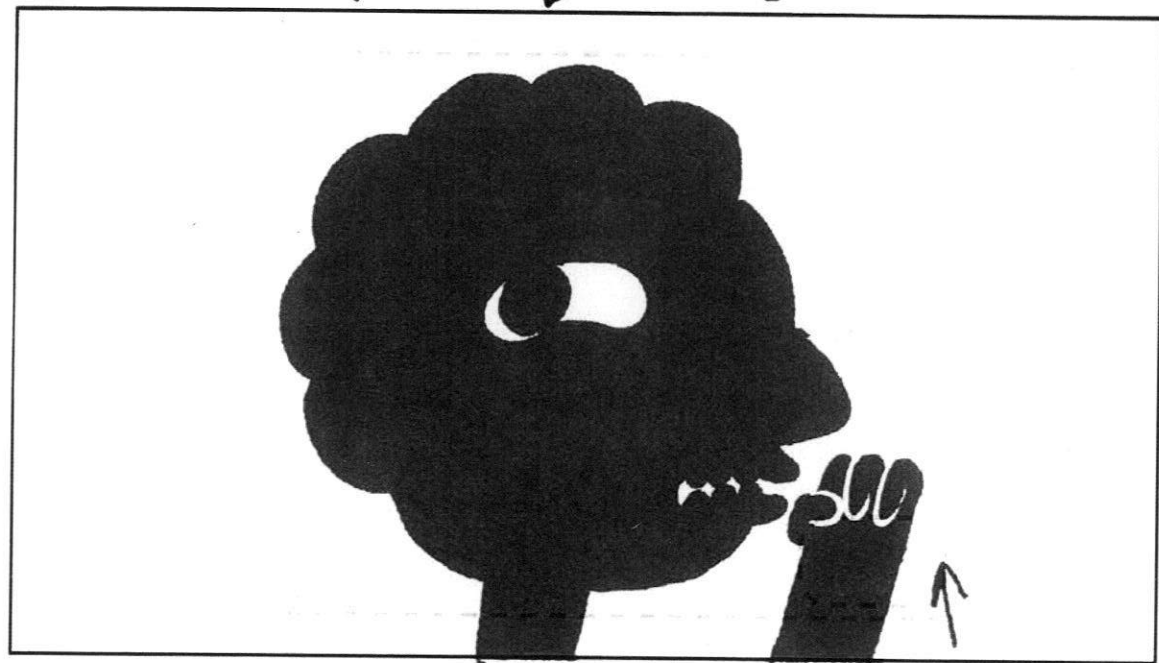
1025/166

# ADVENTURE TIME

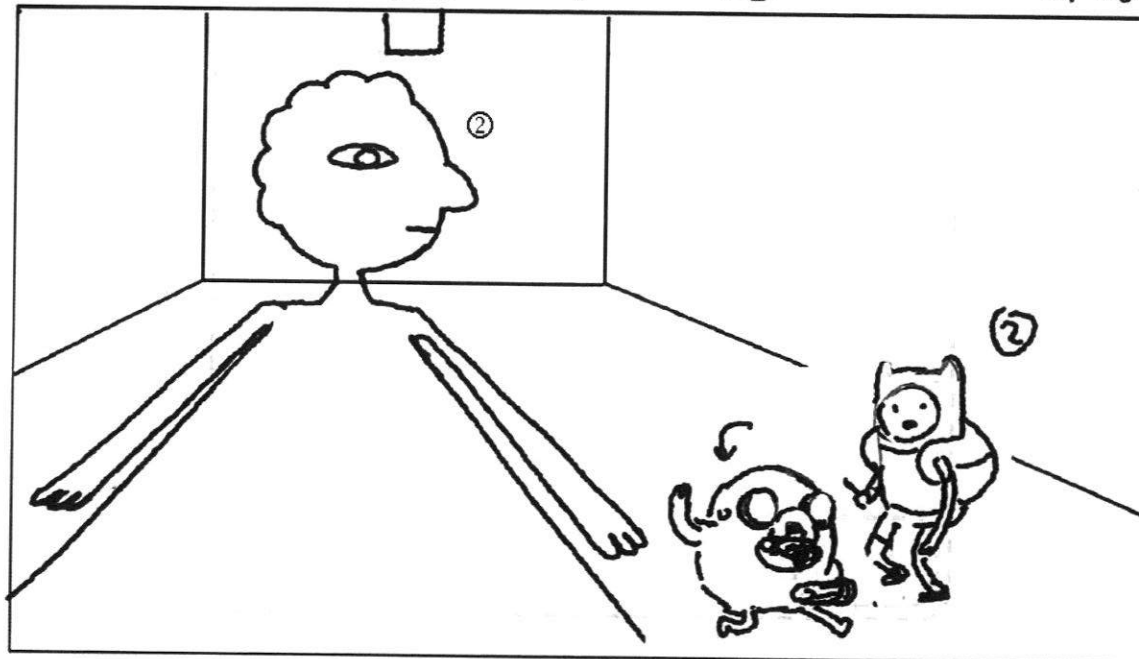


Page 99

Sc. 86 cont Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night



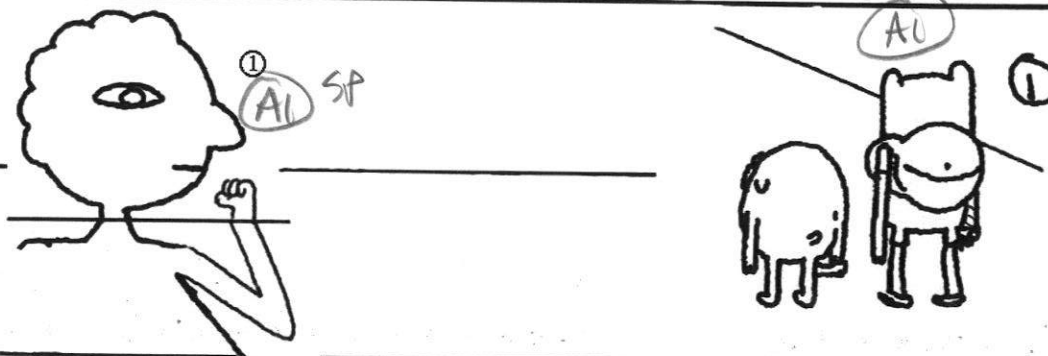
Dialog:

P/(clears throat) A Hem

J/ Cmon Finn let's go find this old guy.

Action:

Timing:



1025-166

EPISODE #

1025/166

Production :

1025/166



# ADVENTURE TIME

NO  
SC  
88



110 cut  
89

Page 100

Sc. 87 *CONT*

Pnl. B

Bg.

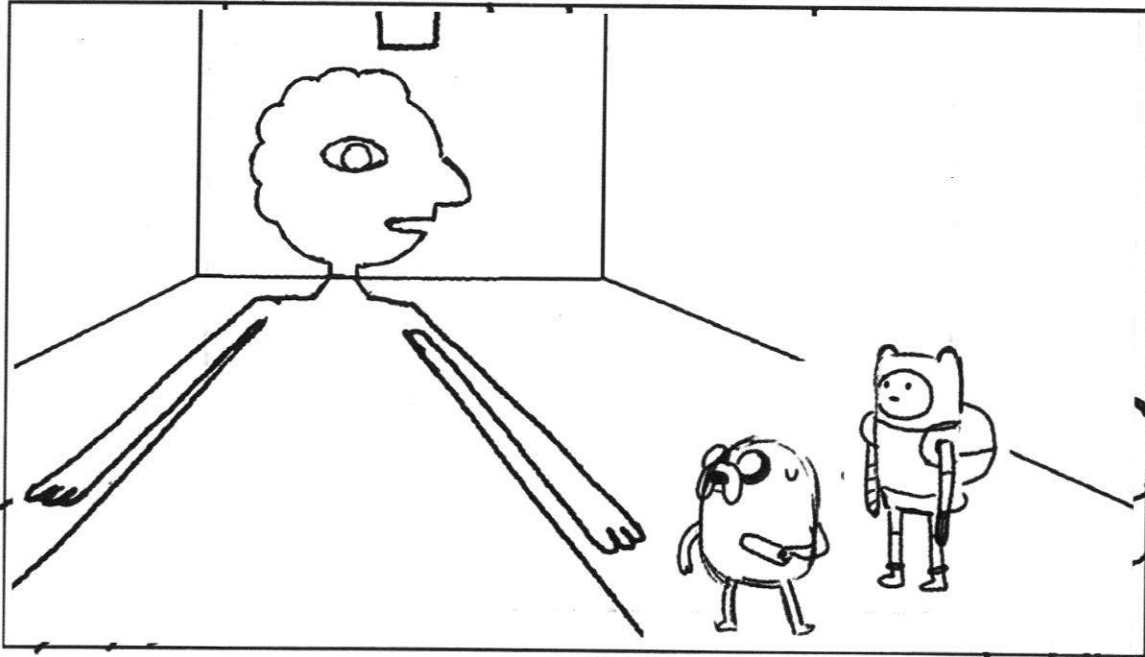
day night

Sc.

Pnl. A

Bg.

day night



Dialog:

P/ Oh one last thing dudes.

P: WHATEVER YOU DO...

Action:

Timing:

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EPISODE #

1025/166

Production :

1025/166

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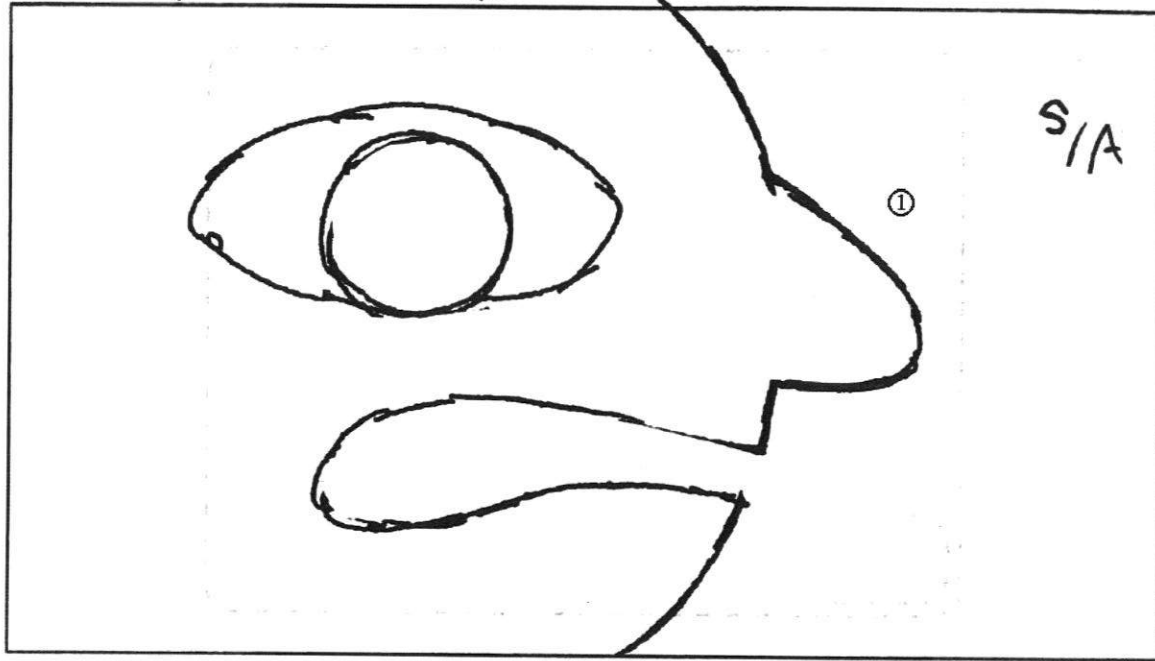
ADVENTURE TIME

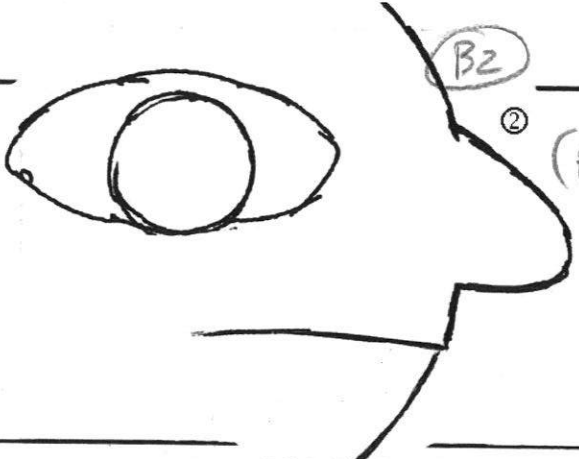


Sc. 89 CONT Pnl. B Bg. day night

Sc. 89 CONT Pnl. C Bg. day night

Cut



Dialog:	P: DON'T WAKE HIM UP...	P: (AS ONE WORD) OKAY YOU CAN GO NOW.
Action:		(BEAT)
Timing:		

NOV 04 2013

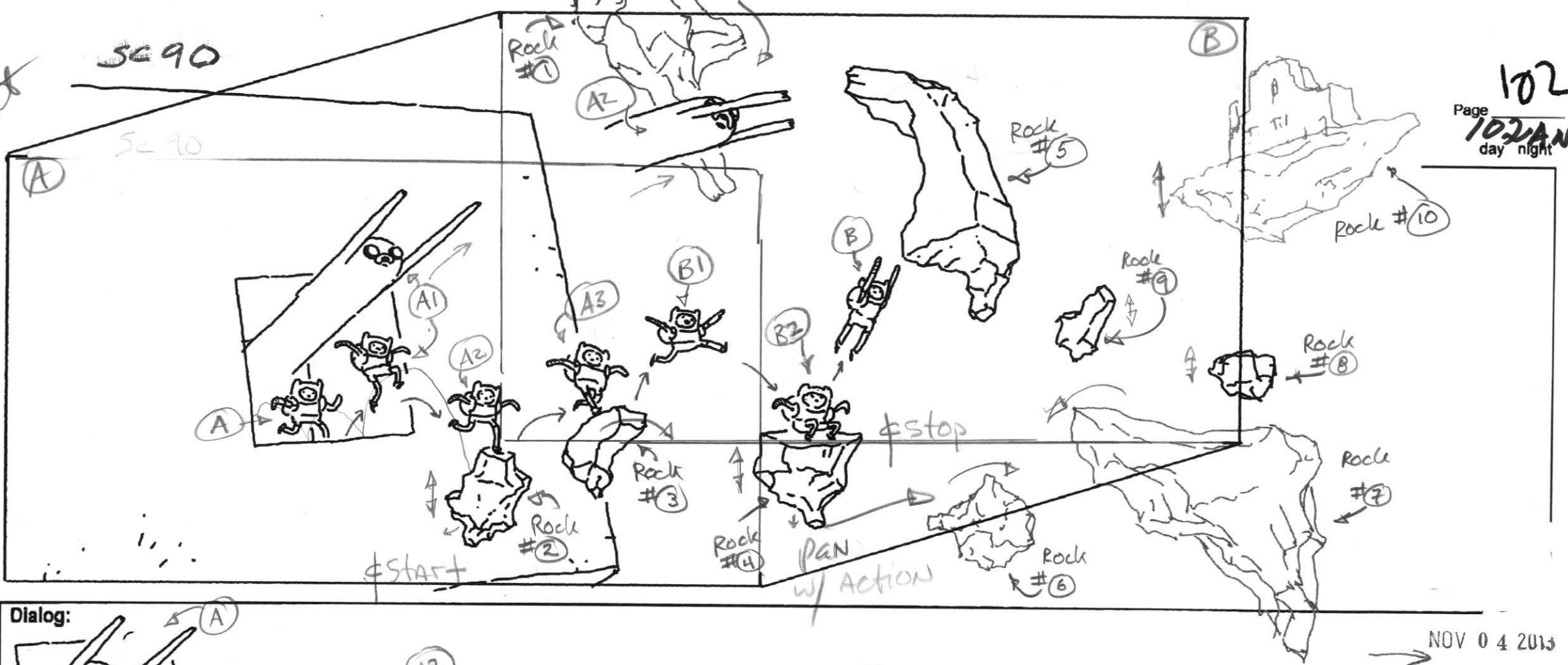
1025-166  
EPISODE #  
1025/166

Production :

1025/166

Cut

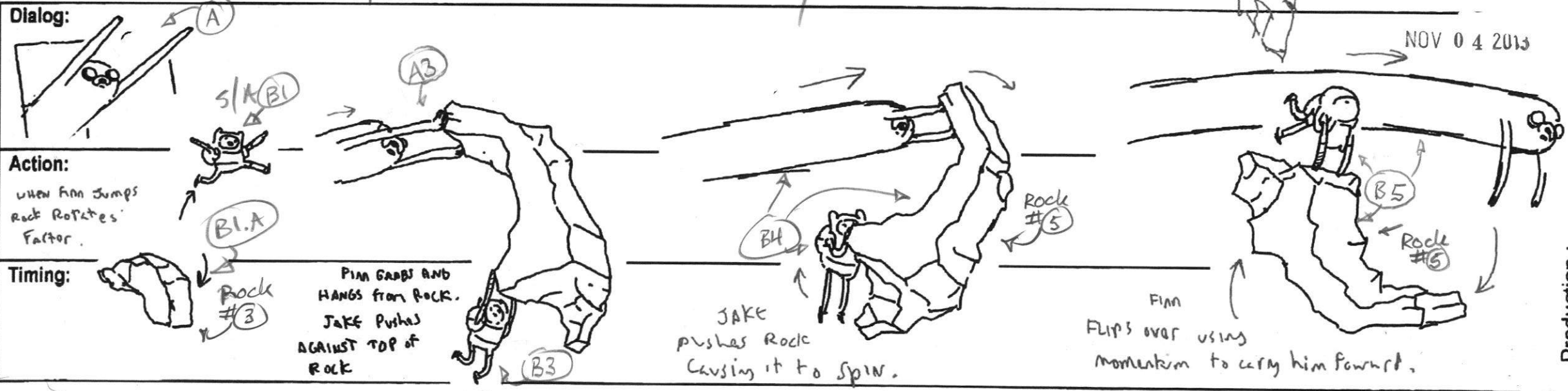
SC 90



Dialog:

Action:

Timing:



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1025-166  
EPISODE #  
1025/166

Production :

1025/166

# ADVENTURE TIME



day night

Sc.

Cut

Pnl.

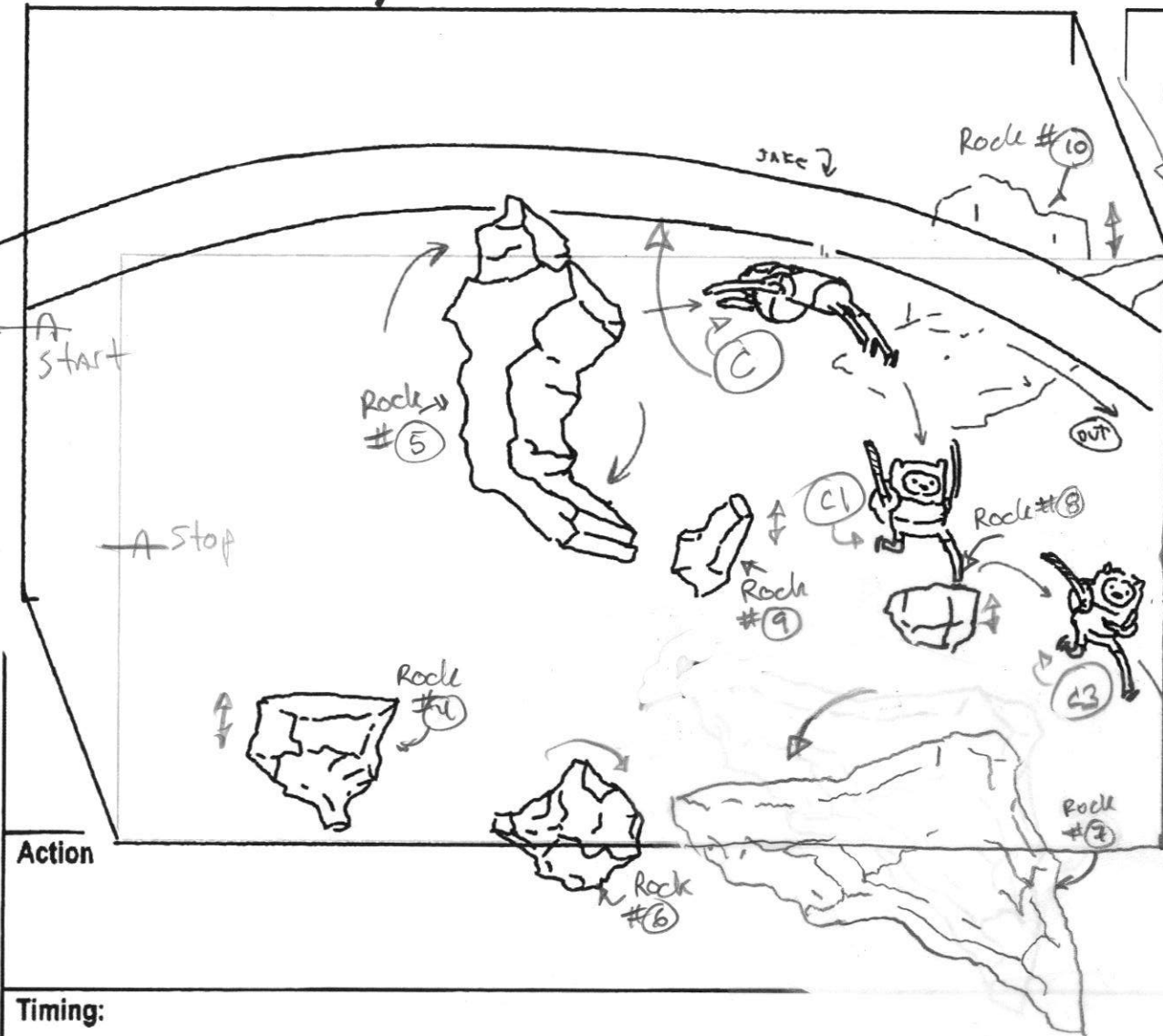
Bg.

Page 102A

102 NEXT  
day night

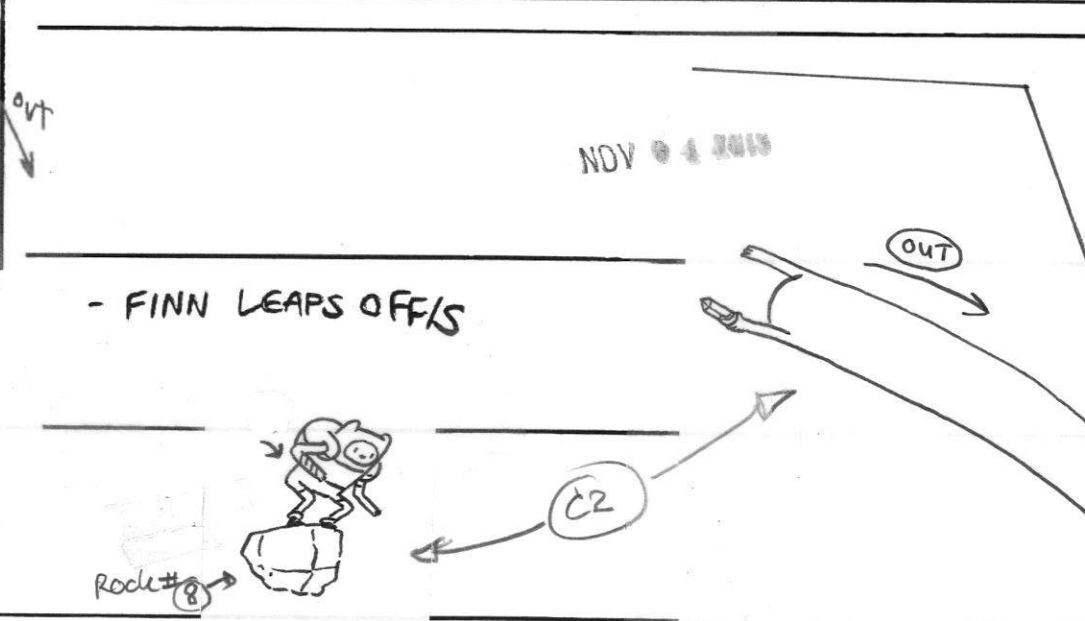
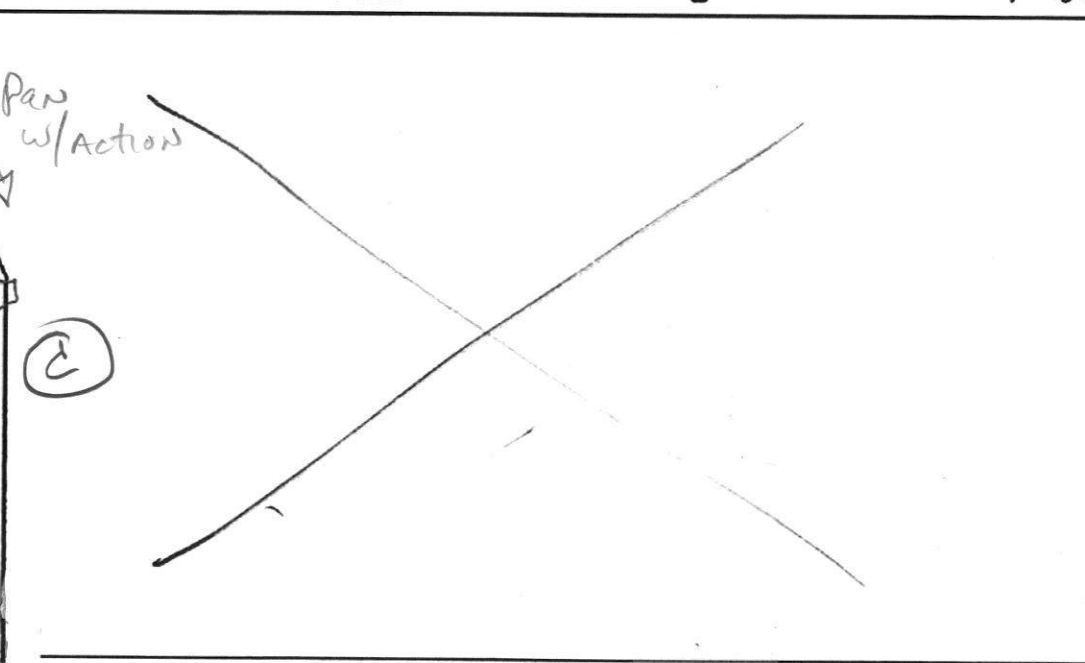
Sc.

90 cont



Action

Timing:



- FINN LEAPS OFF/S

TU  
Cut off

1025-166

EPISODE #

1025/166

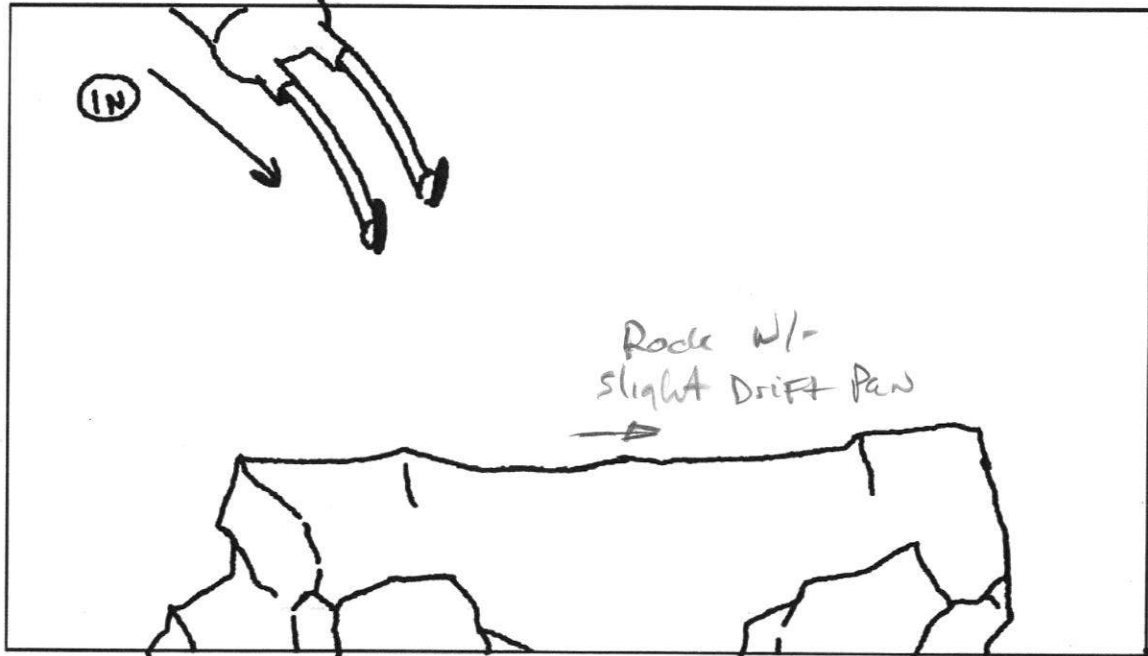
1025/166

Cut

# ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



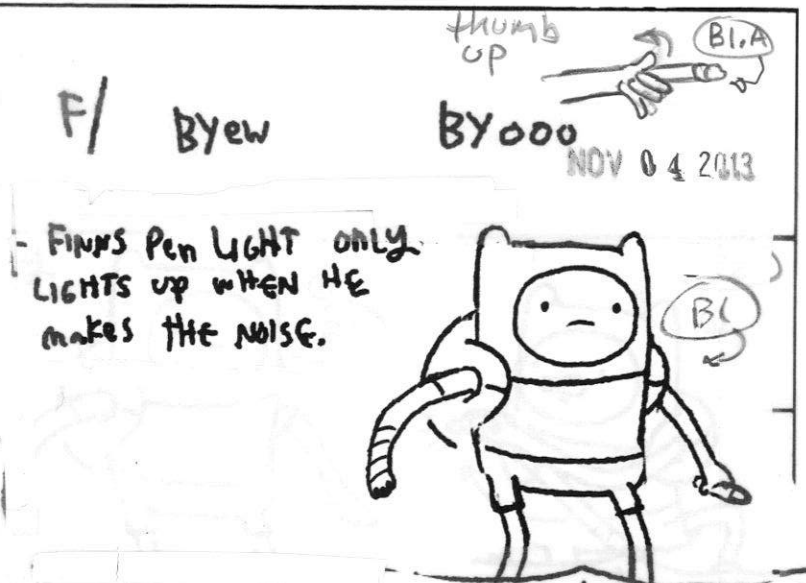
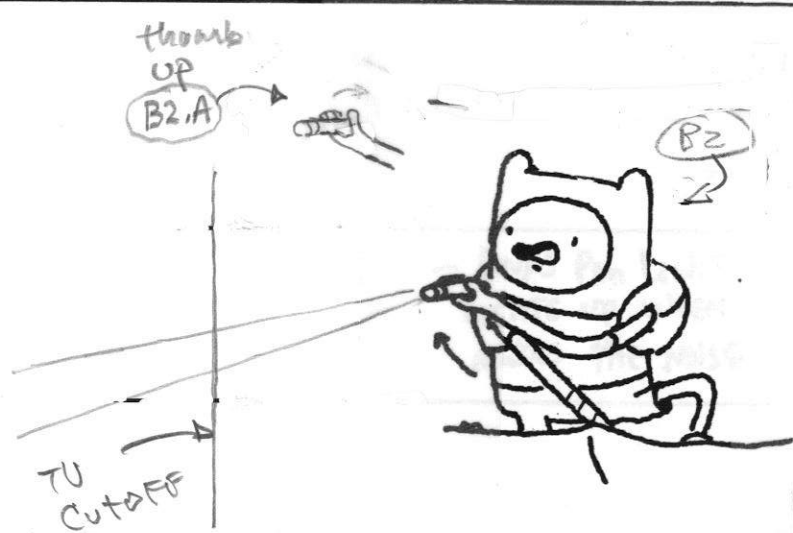
Sc. 91 cont Pnl. B Bg. day night



Dialog:

Action: ISLANDS SHOULD DRIFT.

Timing:



1025-166

EPISODE #

1025/166

roduction :

1025/166

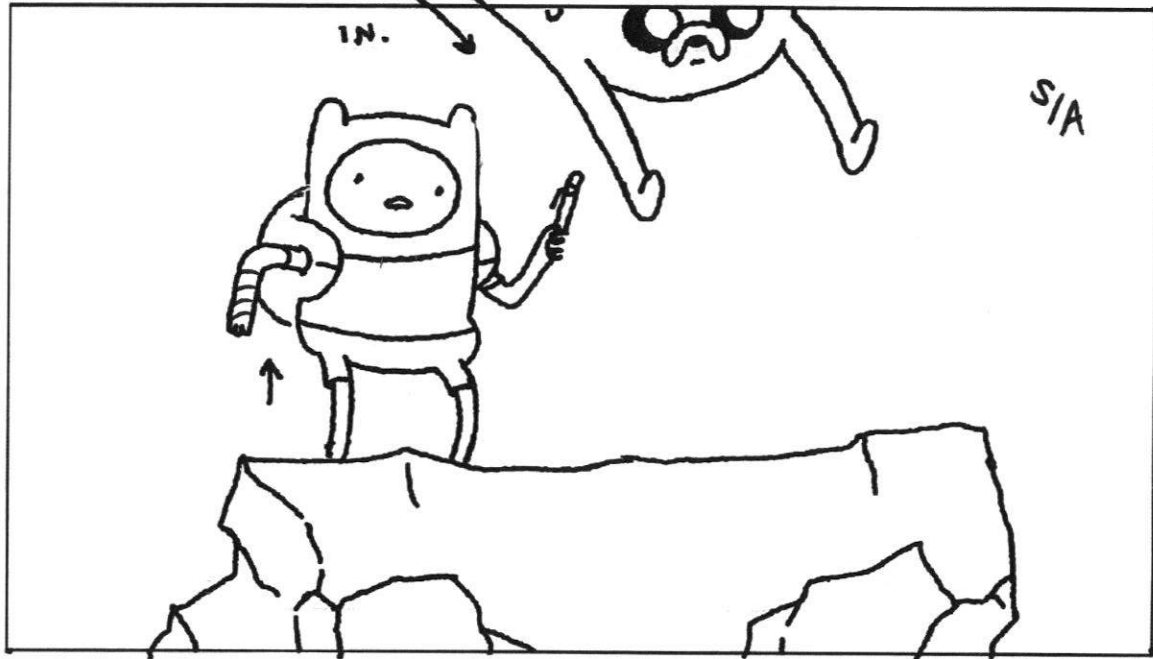
1025/166

# ADVENTURE TIME

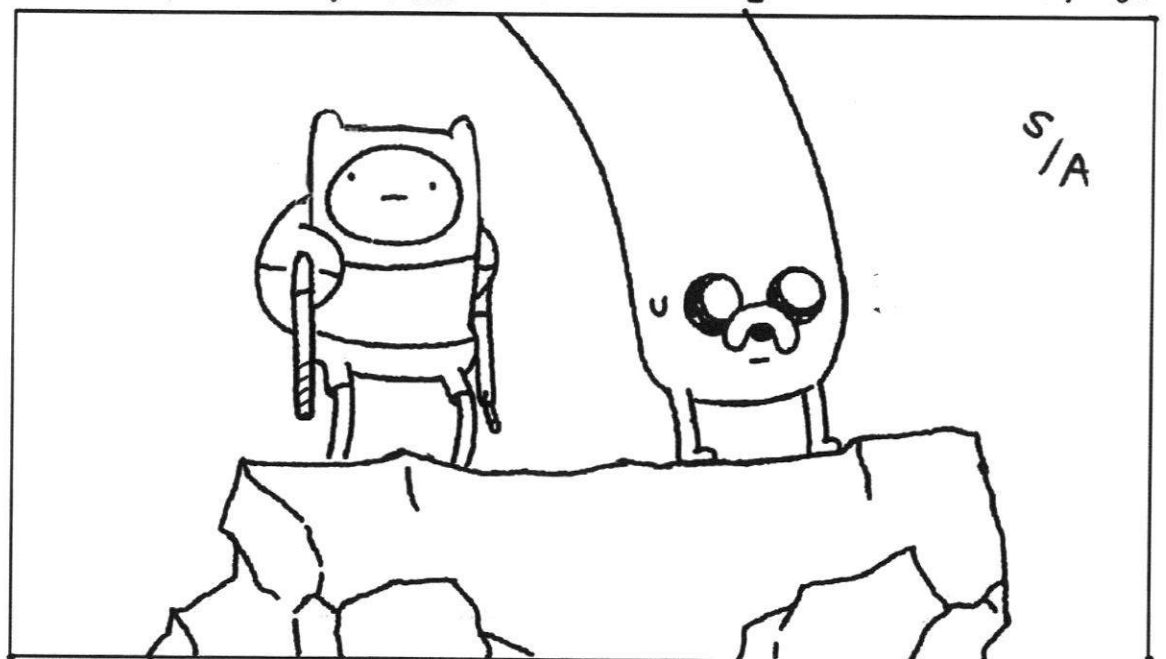


Page **104**

Sc. **q1 cont** Pnl. **C** Bg. day night



Sc. **q1 cont** Pnl. **D** Bg. day night



Dialog:

Action: **- JAKE STRETCHES .ON/S**

Timing:

NDY 04 2013



1025/166

*Ho cut*

EPISODE # **1025-166**

1025/166

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1025/166

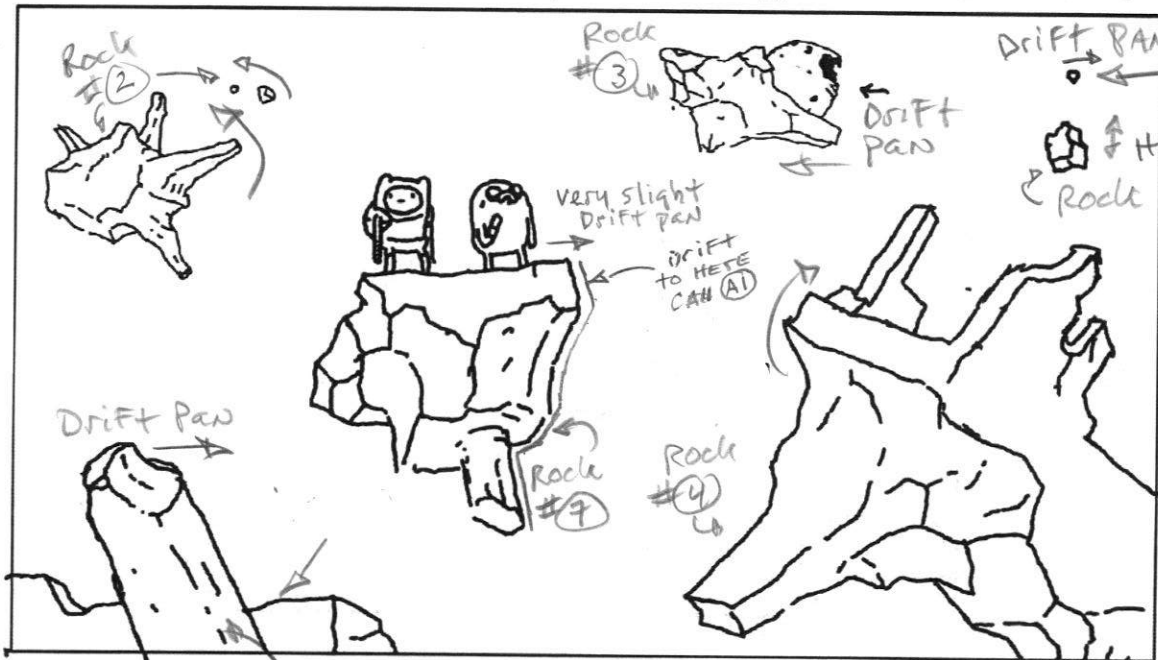


# ADVENTURE TIME



Page 105

Sc. 92 Pnl. A Bg. day night



Sc. 92 cont Pnl. B Bg. day night



Dialog:	Rock #1	F/ You ever wonder what happened to make a place all wrecked up like this?
Action:	Rocks slowly DRIFT.	
Timing:		

NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

1025/166

# ADVENTURE TIME



Sc.

92 cont Pnl. C

Bg.

day night

Sc.

92 cont Pnl. D

Bg.

day night

Page 106

06/SA



06/SA



Dialog:

J/ (BEAT) Nope.

J: HEY- UPSIDE DOWN DUCK!

Action:

NOV 0 4 2013

Timing:

EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



SC 42 CONT

E

107

SC 42

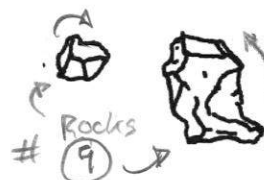
DL/SA

(D)



Short

DL/SA



Rock #10



Drift to HERE  
CAN (E)

Slow Drift Pan

Diag.  
ZIP PAN →

Dialog:

(E)



Action:

- ZIP PAN TO ISLAND THAT LOOKS LIKE A DUCK SLOWLY ROTATES,

NOV 04 2013

Timing:

EPISODE #

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Production :

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# ADVENTURE TIME



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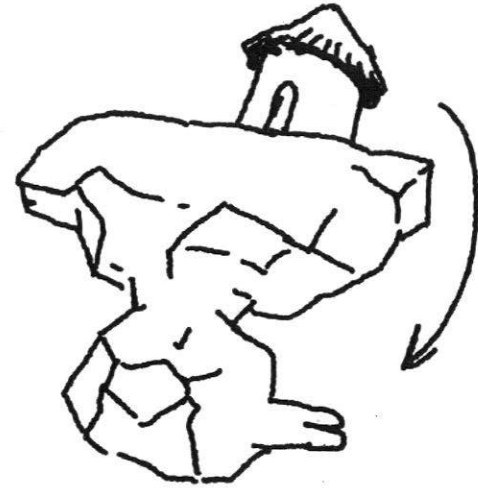
Sc. **92 cont** Pnl. **G** Bg. day night

GG/SA



Sc. **92 cont** Pnl. **H** Bg. day night

GG/SA



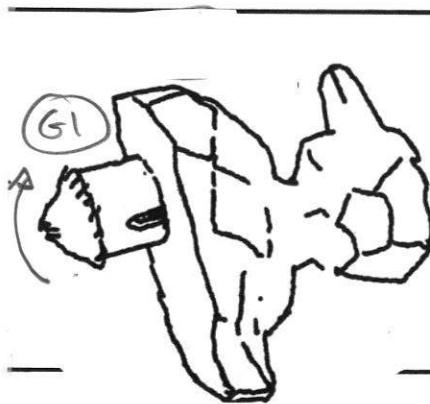
Dialog: (VO)

J/ NO WAIT, IT'S RIGHT SIDE UP.

Duck Rock Slows to stop

J/ AHH.

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EPISODE # 1025-166

1025/166

Production :

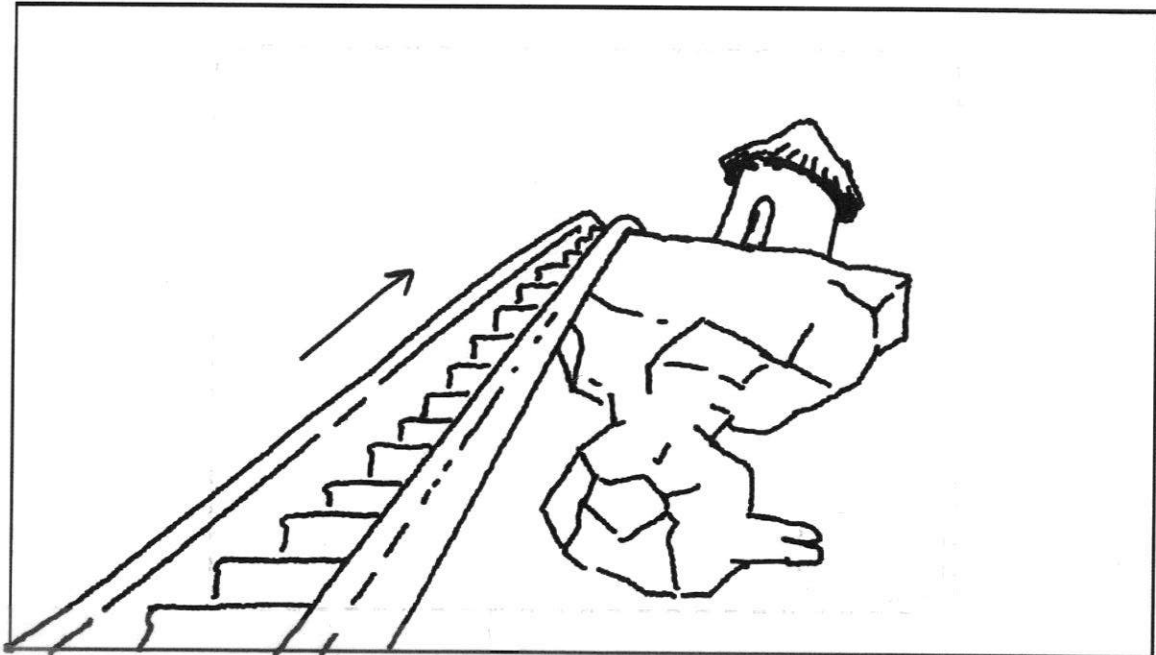
1025/166

# ADVENTURE TIME

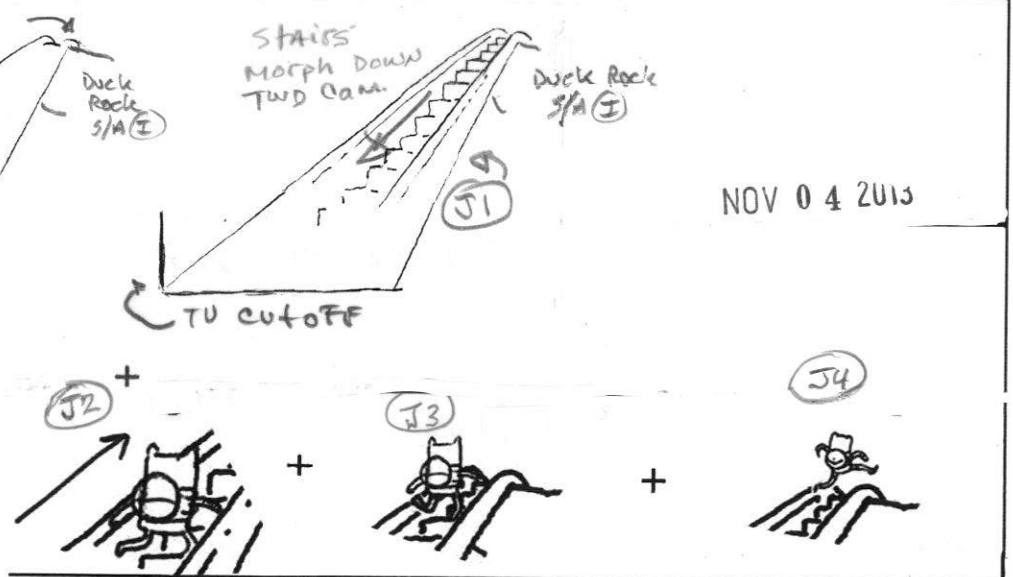
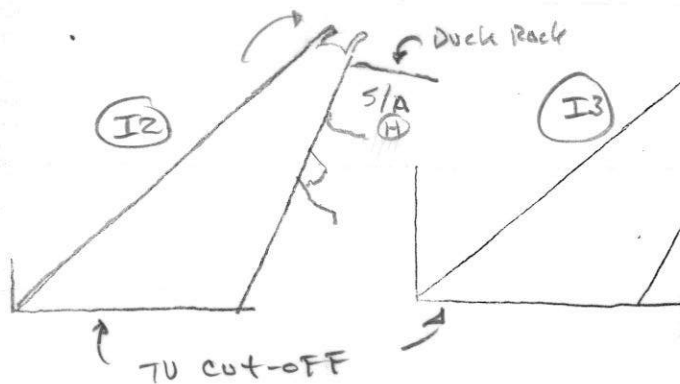
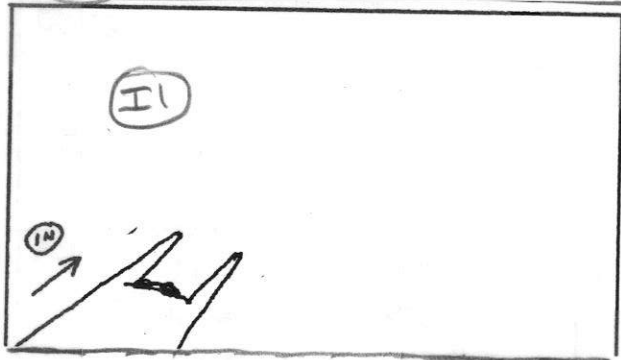
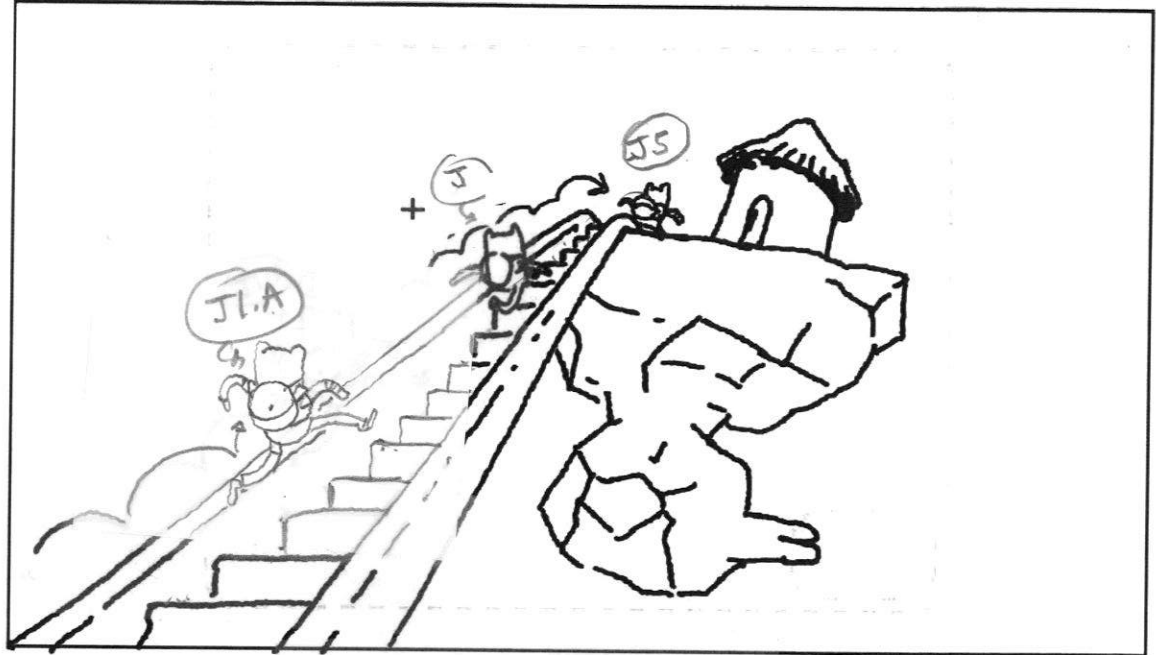


Page **109**

Sc. **92 cont** Pnl. **I** Bg. day night



Sc. **92 cont** Pnl. **J** Bg. day night



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EPISODE #  
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Production :

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# ADVENTURE TIME



Page 110

Sc. 93

Pnl.

A Bg.

day night

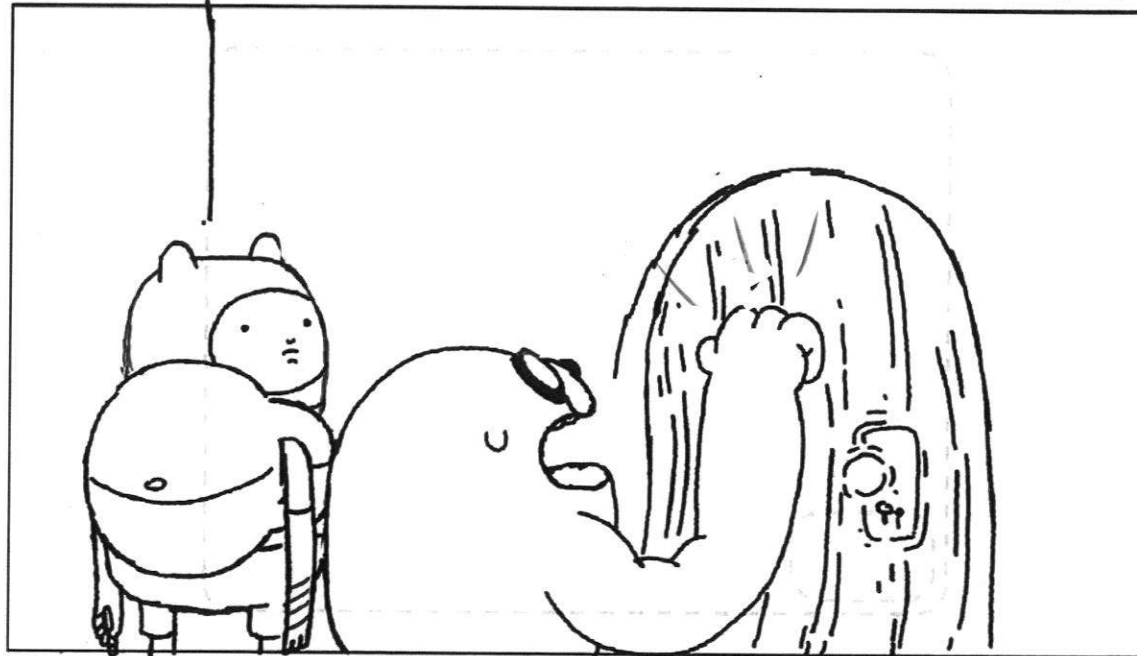
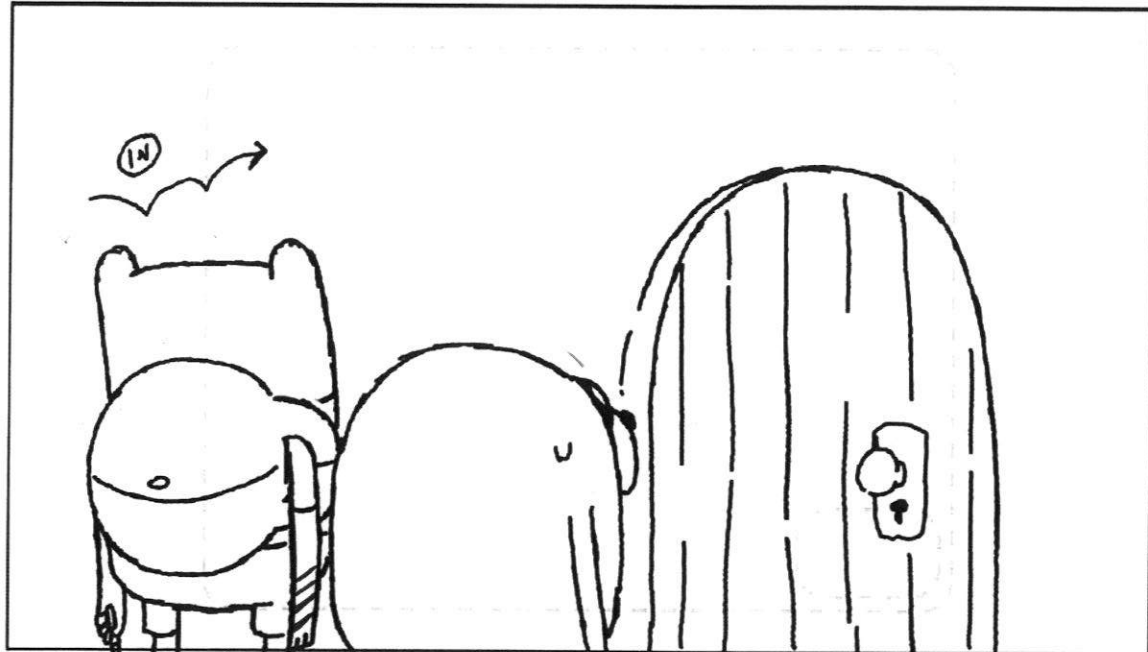
Sc.

93 cont Pnl.

B

Bg.

day night



Dialog:

SFX/ KNOCK, KNOCK, KNOCK, KNOCK

J/(yelling) HEY, GET OUT HERE OLD MAN!

NOV 0 4 2013

Action:

Finn n' Jake walk up to door

Timing:

(B) (B) (B) (B) (B) (B) (B) (B)

JAKE KNOCKS SUPER LOUD  
and starts.



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# ADVENTURE TIME



Sc.

93 CONT Pnl.

C

Bg.

day night

Sc.

93 CONT Pnl.

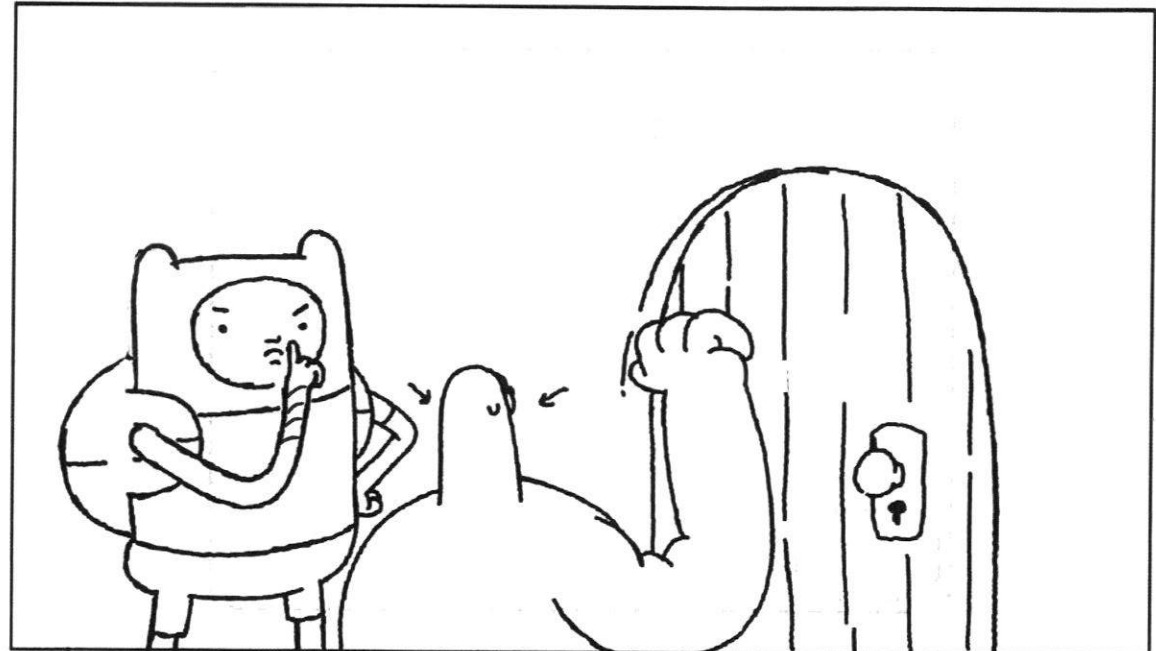
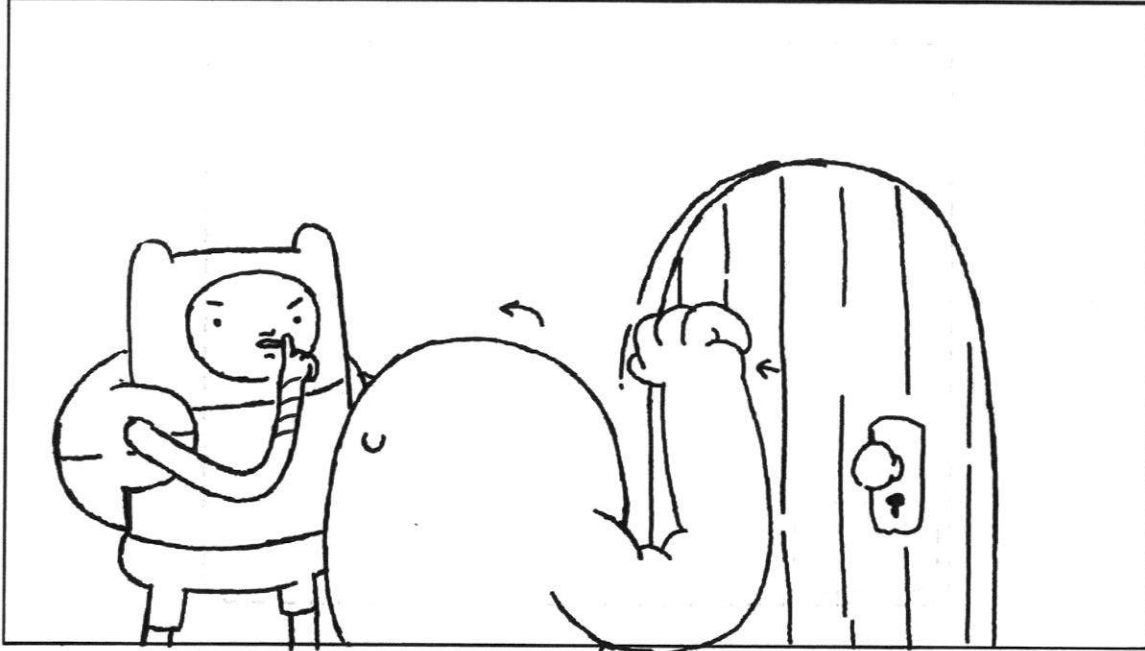
D

Bg.

day night

Page

111



Dialog:

F/DUDE, SHHH. DON'T WAKE HIM UP.

NOV 04 2013

Action:

JAKE SHRINKS HEAD DOWN.

Timing:

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME

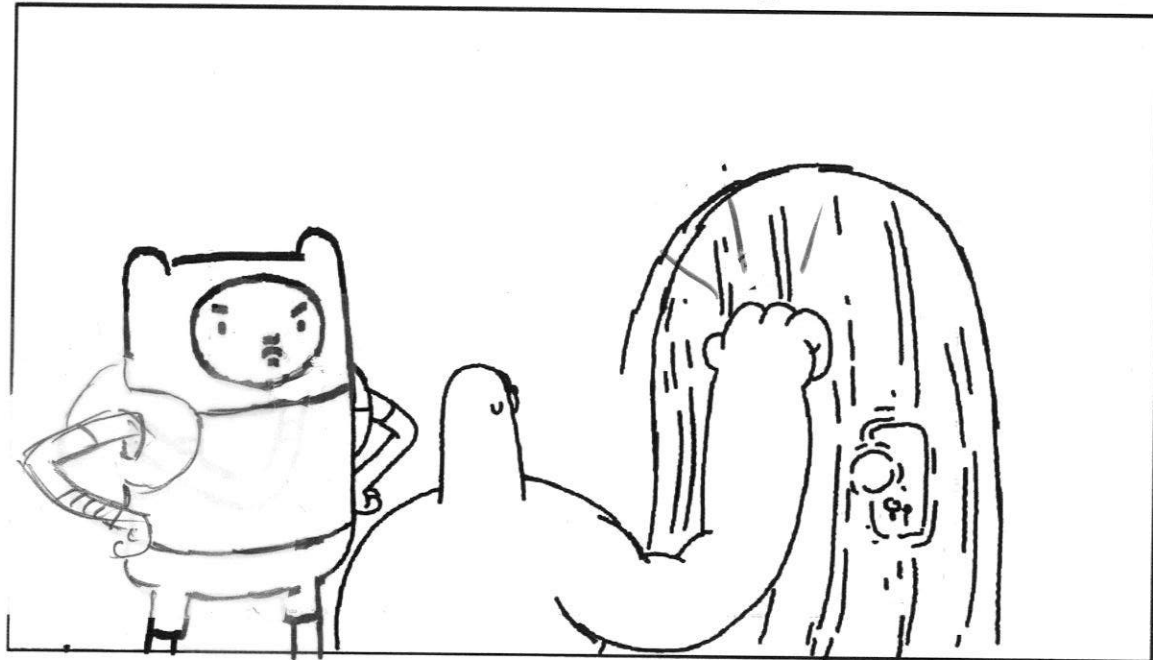


Page **112**

Sc. **93 CONT** Pnl. **E**

Bg.

day night

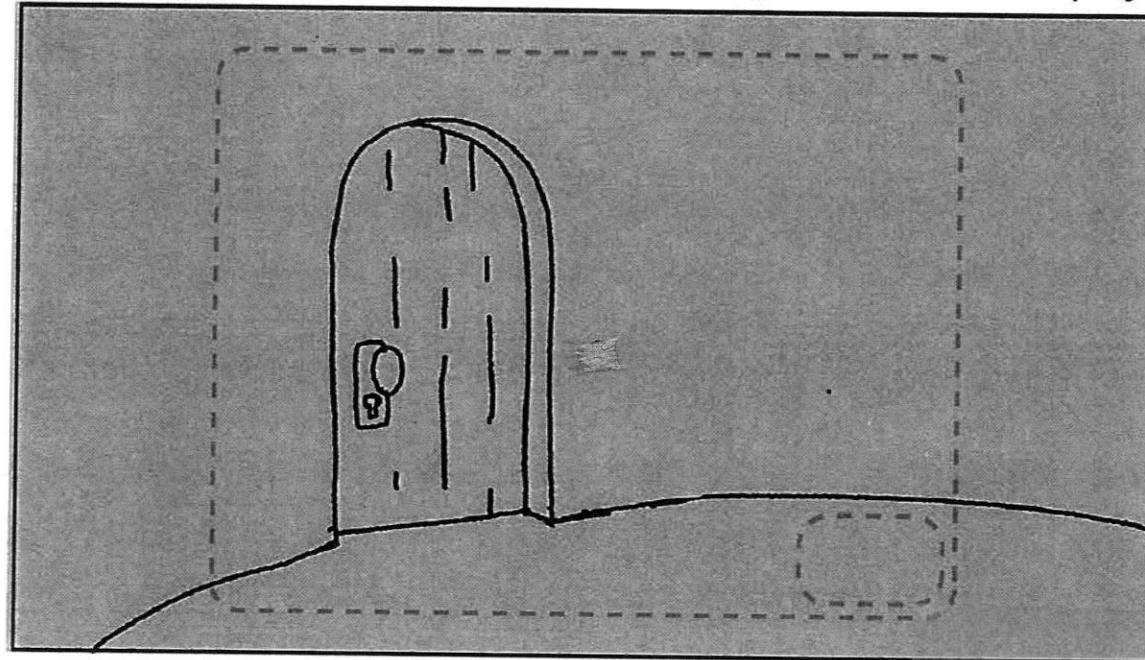


Sc. **94**

Pnl. **A**

Bg.

day night



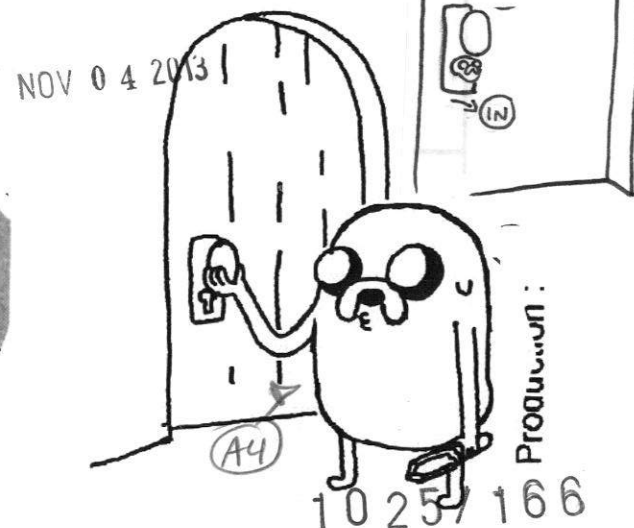
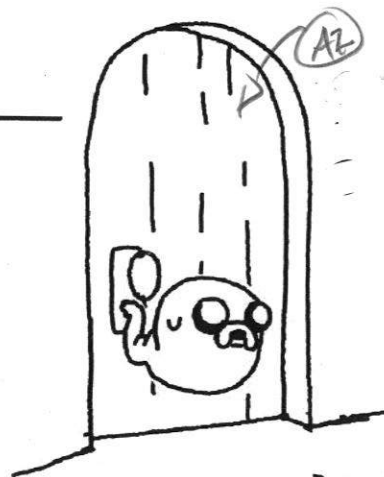
Dialog: SFX/ KNOCK, KNOCK, KNOCK, KNOCK

J: (WHISPER) HEY, GET OUT HERE OLD MAN!

Action:

EEEEEEEEEEEE

Timing: - JAKE KNOCKS  
JUST AS LND AS  
BEFORE.



JAKE STRETCHES THROUGH  
DOOR

1025-166

EPISODE #

1025/166

Production:

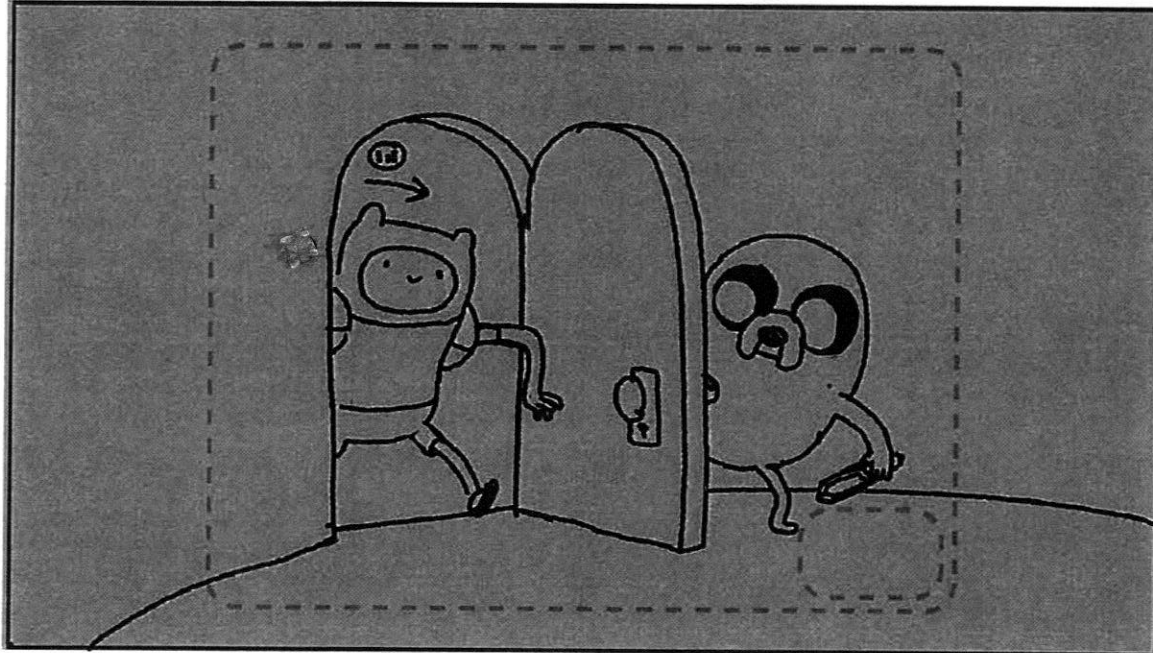
1025/166

# ADVENTURE TIME

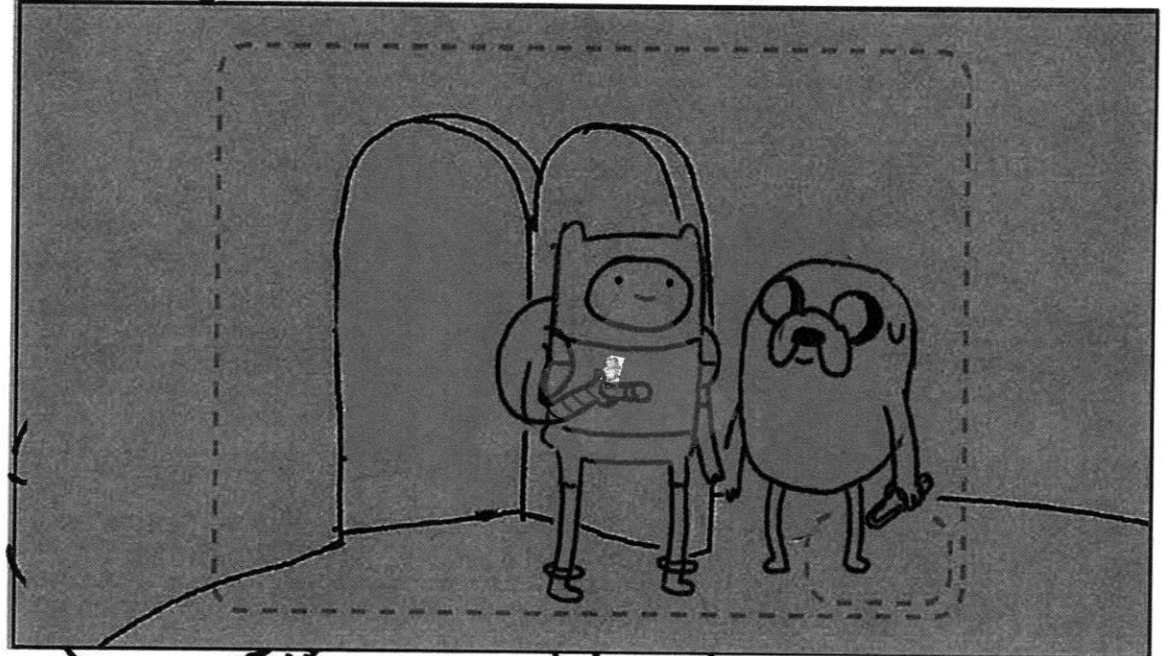


Page **113**

Sc. **94 CONT** Pnl. **B** Bg. day night



Sc. **94 CONT** Pnl. **C** Bg. day night

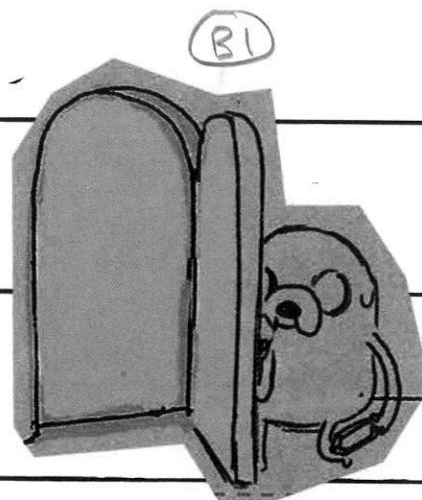


Dialog:

Action:

JAKE Lets Finn In.

Timing:



DETAIL **ARMY**  
PDS **(Thumb is up)**

NOV 04 2013

1025/166

EPISODE # 1025-166

1025/166

Production :



# ADVENTURE TIME



NO  
SC  
95

Sc. 94 CONT

Pnl.

D

Bg.

day night

Sc.

96

Pnl.

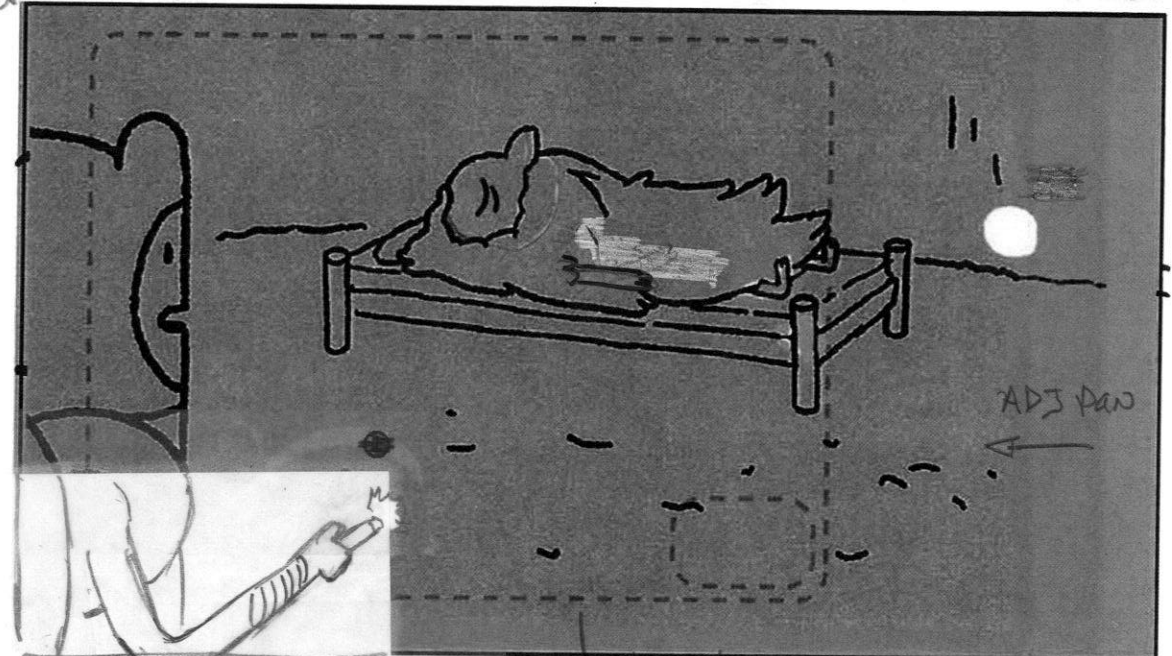
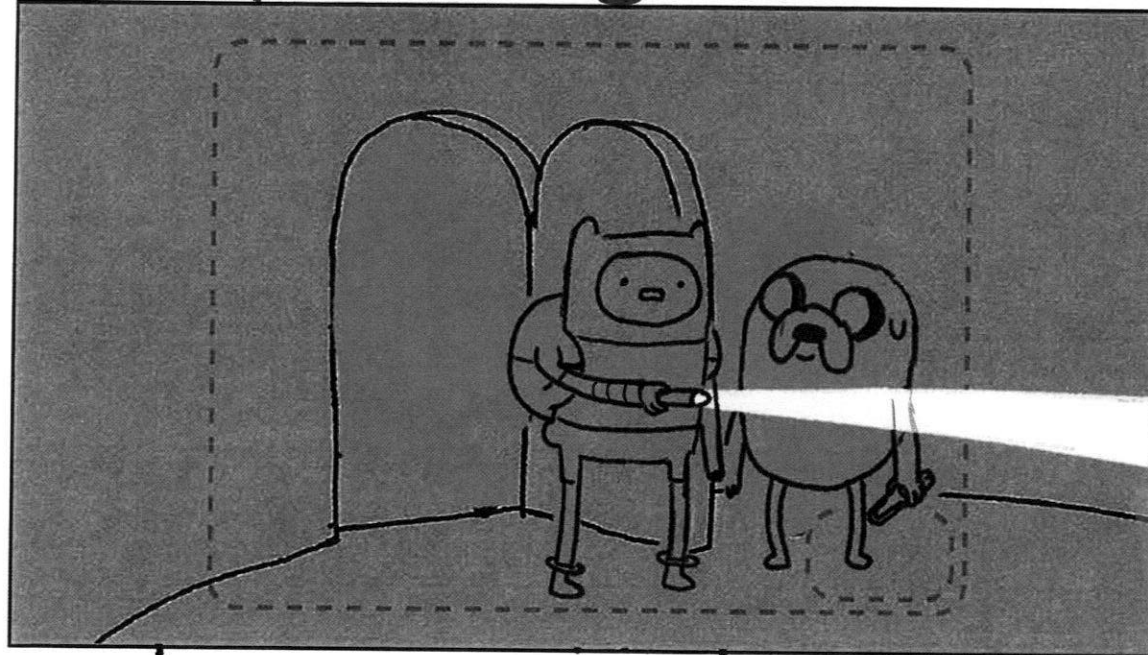
A

Bg.

Page

114

114A NEXT  
day night

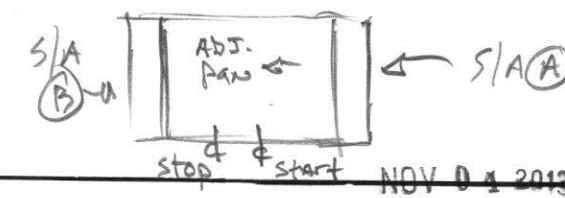


Dialog: (LOUD WHISPER)  
F/ BZOW!

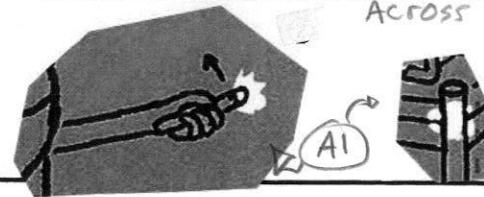


Action: Finn lights up His Light.

Timing:



Lighted AREA w/w  
FINSTARM MOVE & ANIMATES  
ACROSS BED



1025-166

EPISODE #

Production :

1025/166

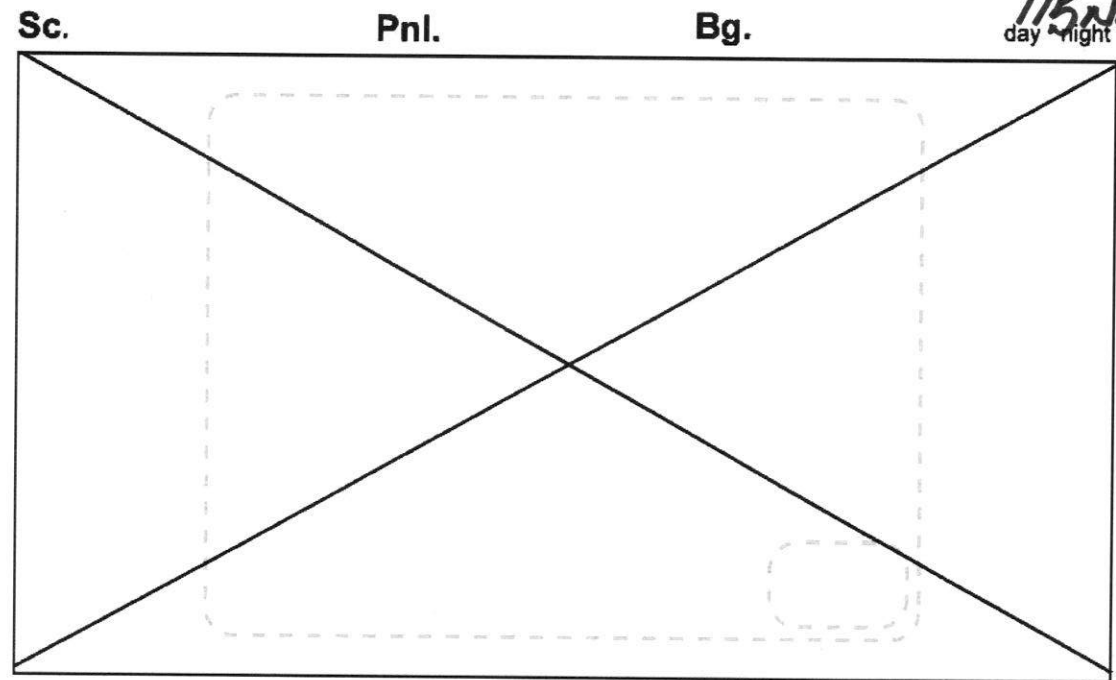
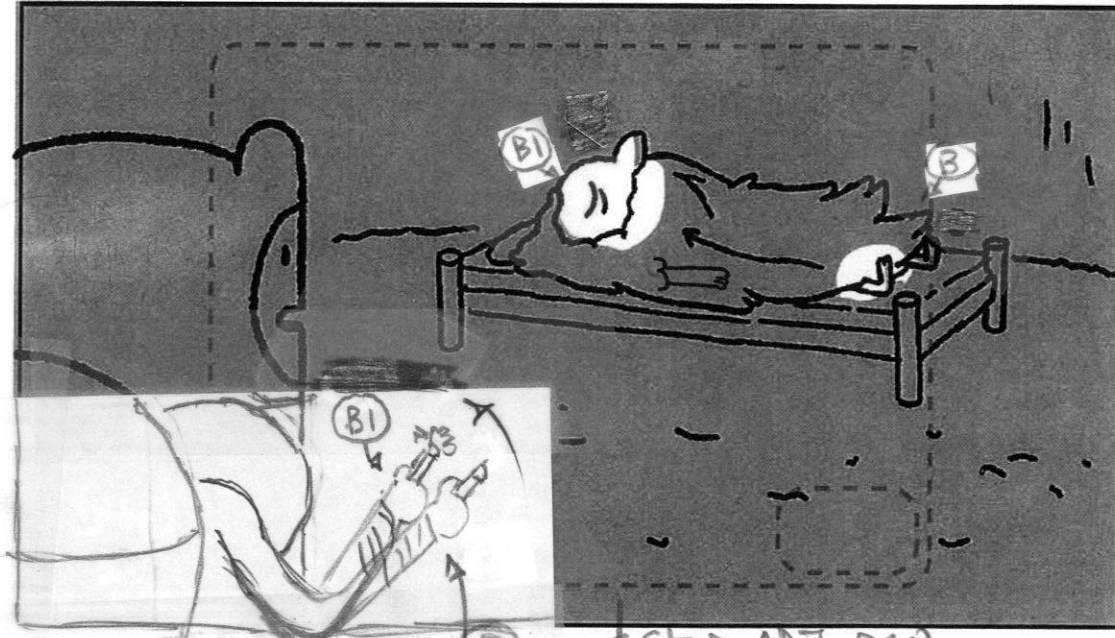
1025/166

# ADVENTURE TIME



Page 114A  
115 NEXT  
day night

Sc. 96 cont Pnl. B Bg. day night



Dialog: (LOUD WHISPER)  
F/OLD MAN.  
(B1)

Action: LIGHT REVEALS OLD MANS FEET THEN TRAVELS UP  
HIS BODY TO HIS FACE

Timing: FACE REVEALED then Fm DIAL

NOV 04 2013

EPISODE # 1025-166

Production :

1025/166

1025/166

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1025/166

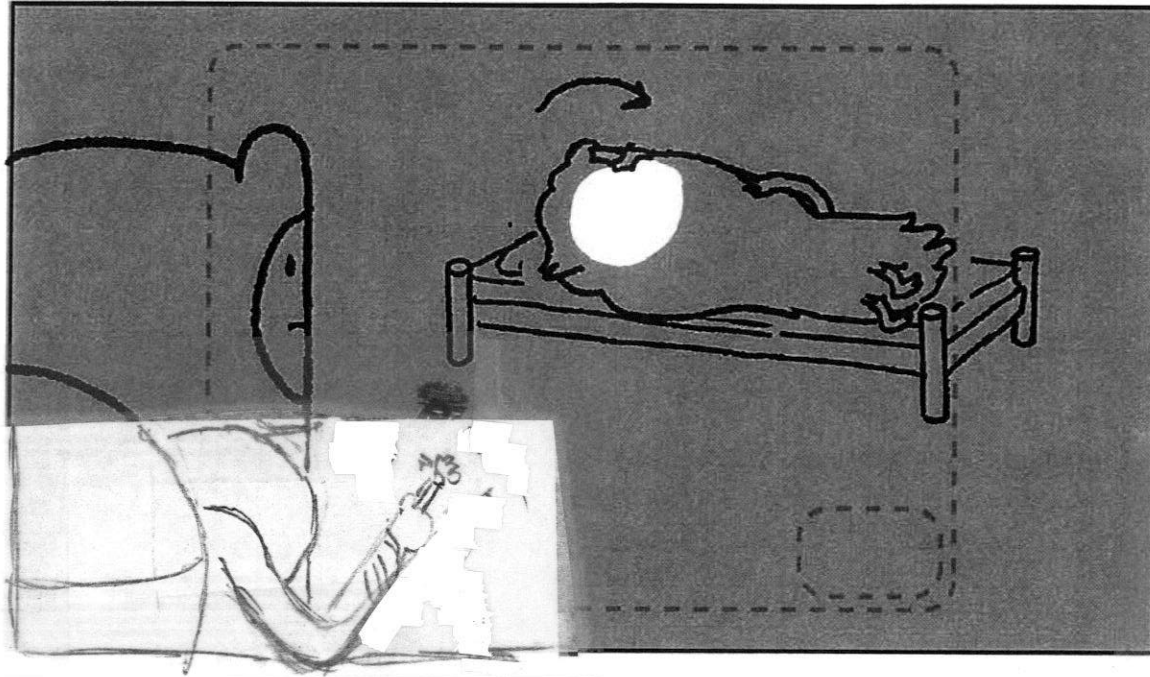
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# ADVENTURE TIME

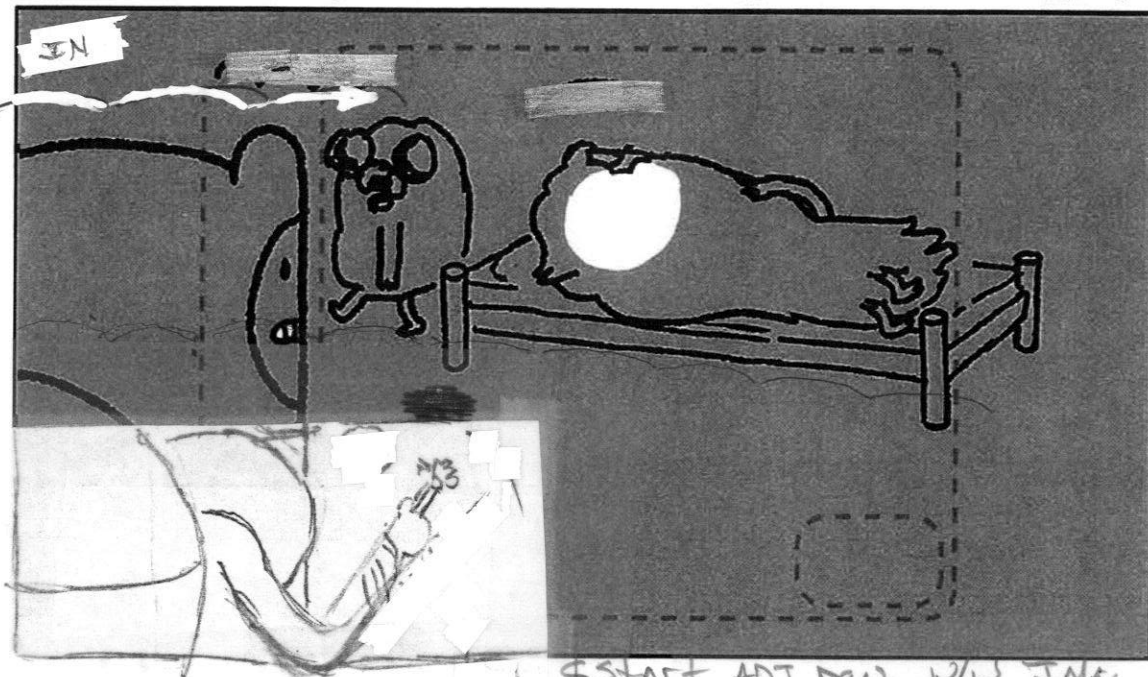


Page 115

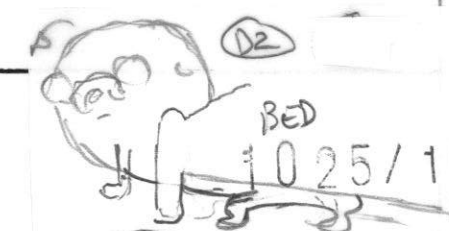
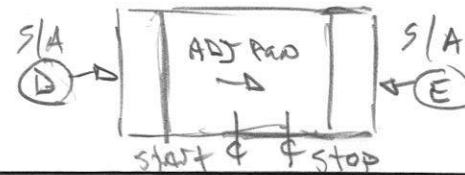
Sc. 96 cont Pnl. C Bg. day night



Sc. 96 cont Pnl. D Bg. day night



Dialog:	OLD PRISMO Rolls over  Lighted AREA w/w	(QUIET) J/ BEEP BEEP BEEP	NOV 04 2013	Start ADJ paw w/w JAK
Action:	OLD PRISMO's Roll over	JAKE BACKSTEPS IN DROPS FWD ON ARMS w/ Legs cont BACKSTEP under BED		
Timing:				



Legs cont step back under Bed

EPISODE # 1025-166

Production :

1025/166



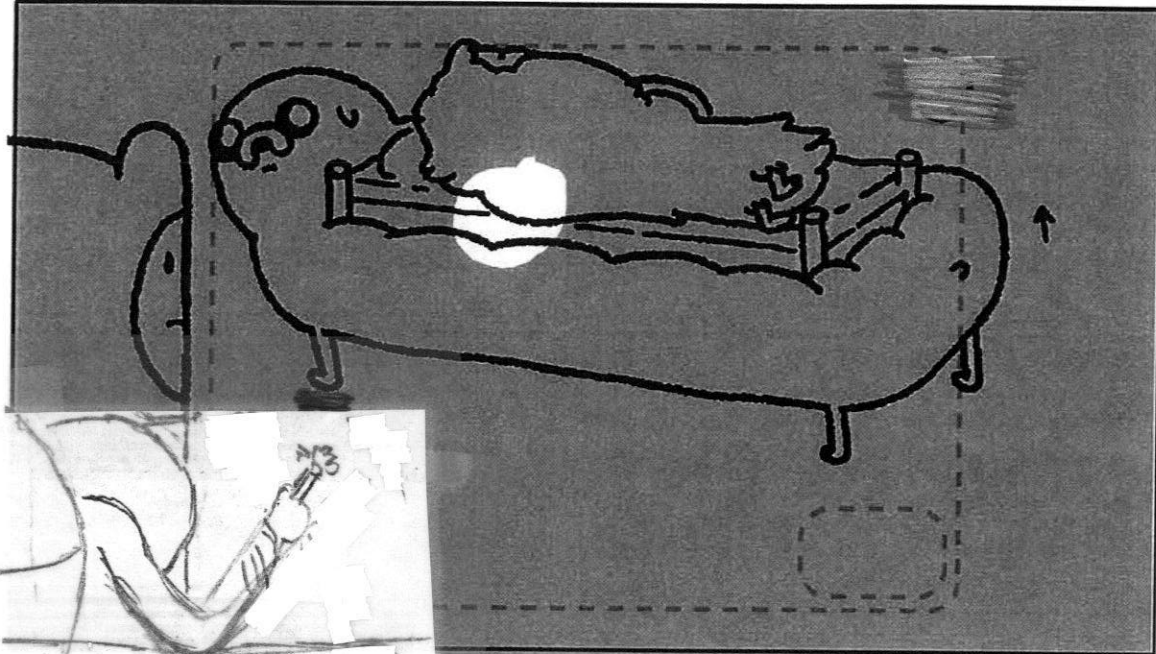
# ADVENTURE TIME



Ho Cut

Page 116

Sc. 96 cont Pnl. E Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:

SFX: \* THMP! \*

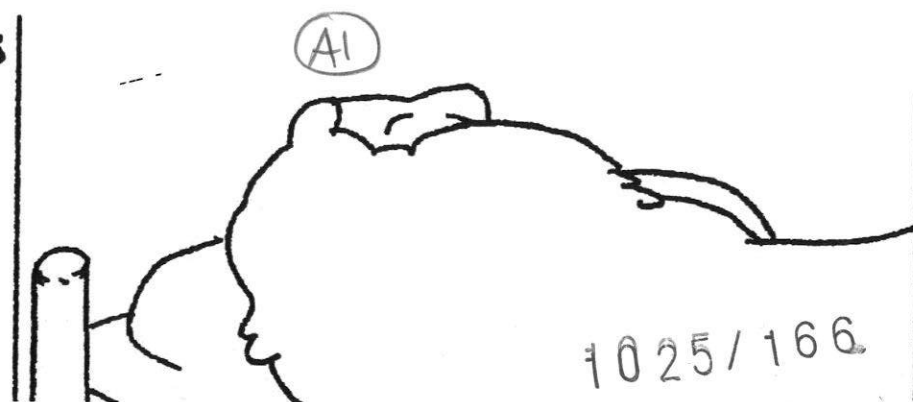
OP/ [GROAN.],

NOV 04 2013

Action: JAKE STRETCHES UNDER BED THEN INFLATES HIMSELF RAISING THE BED UP.



ad prismo Groans and turns over in his sleep.



1025/166

1025-166

EPISODE #

1025/166

1025/166

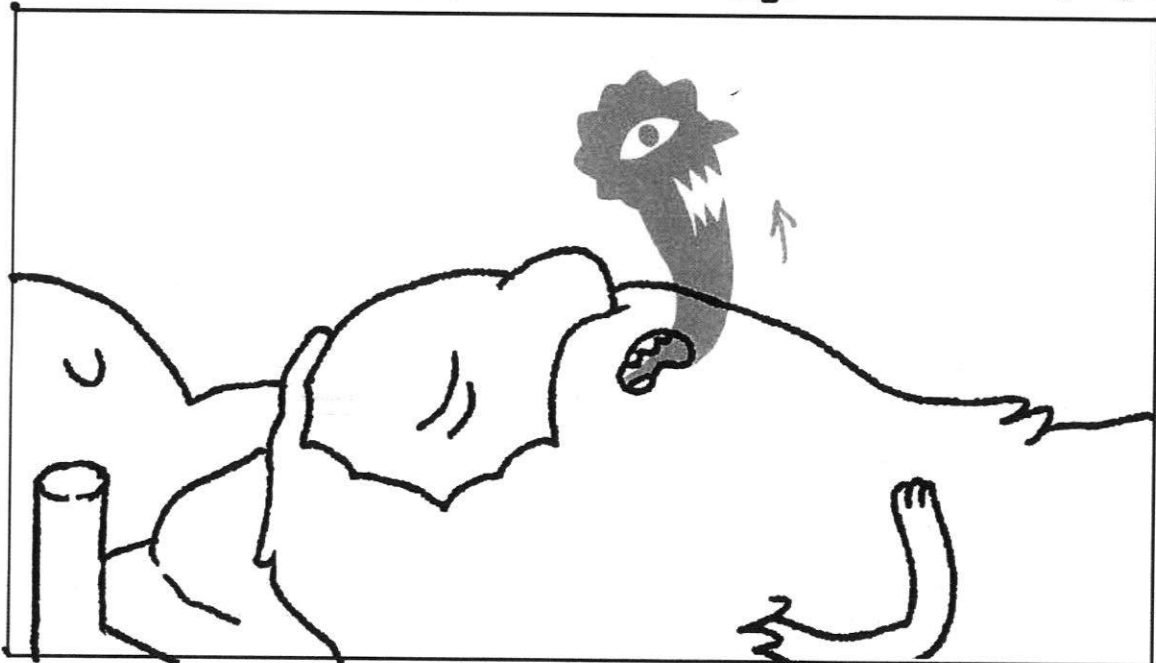
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1025/166

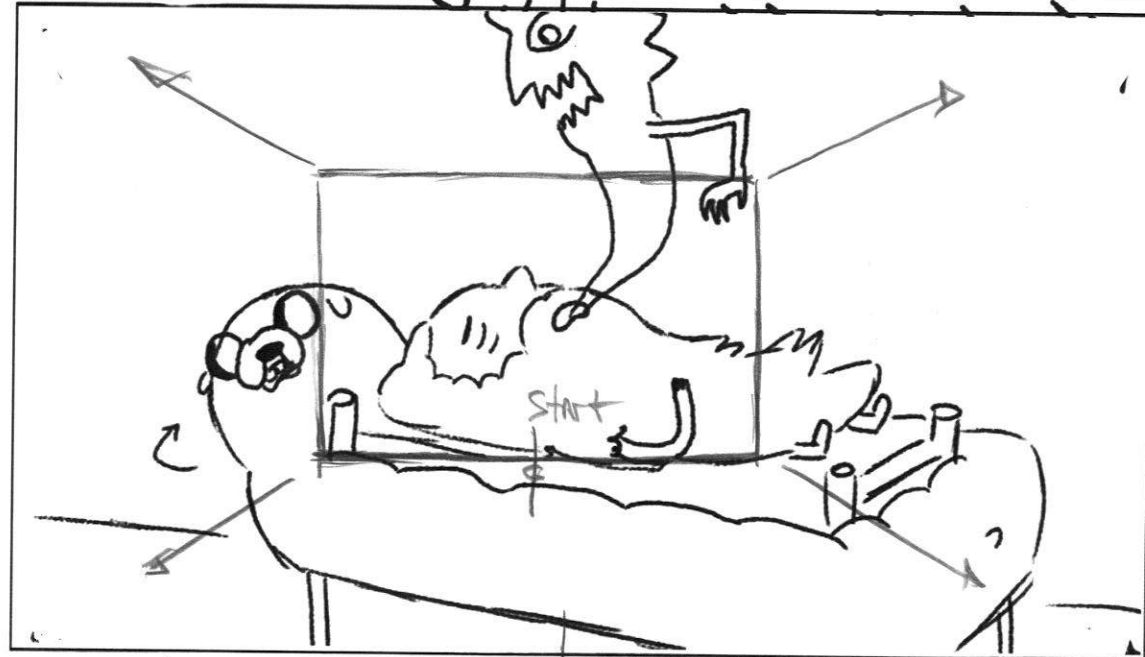
# ADVENTURE TIME



Sc. 97 CONT Pnl. B Bg. day night



Sc. 97 CONT Pnl. C Bg. day night



Dialog:

SHADOW CREATURE : \*H/SSS\*

Action:

SHADOW CREATURE comes out of sleeping op.

Timing:



Page 117  
117A NEW  
day night

1025-166

EPISODE #

1025/166

Production :

1025/166

NOV 04 2013

Diag truck out

stop

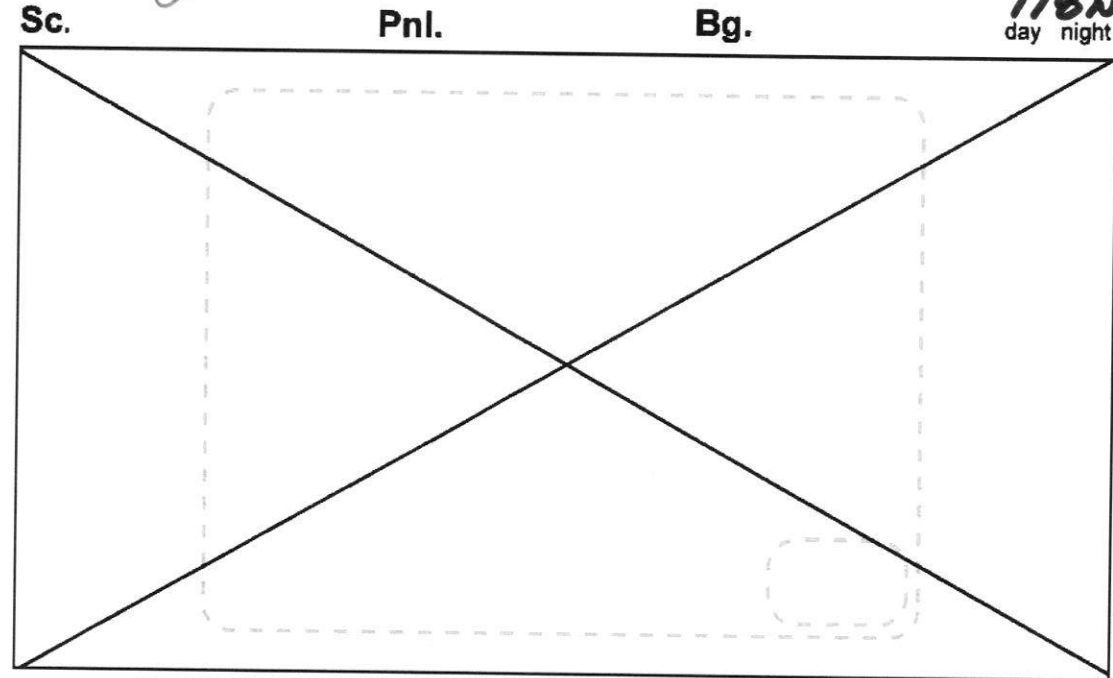
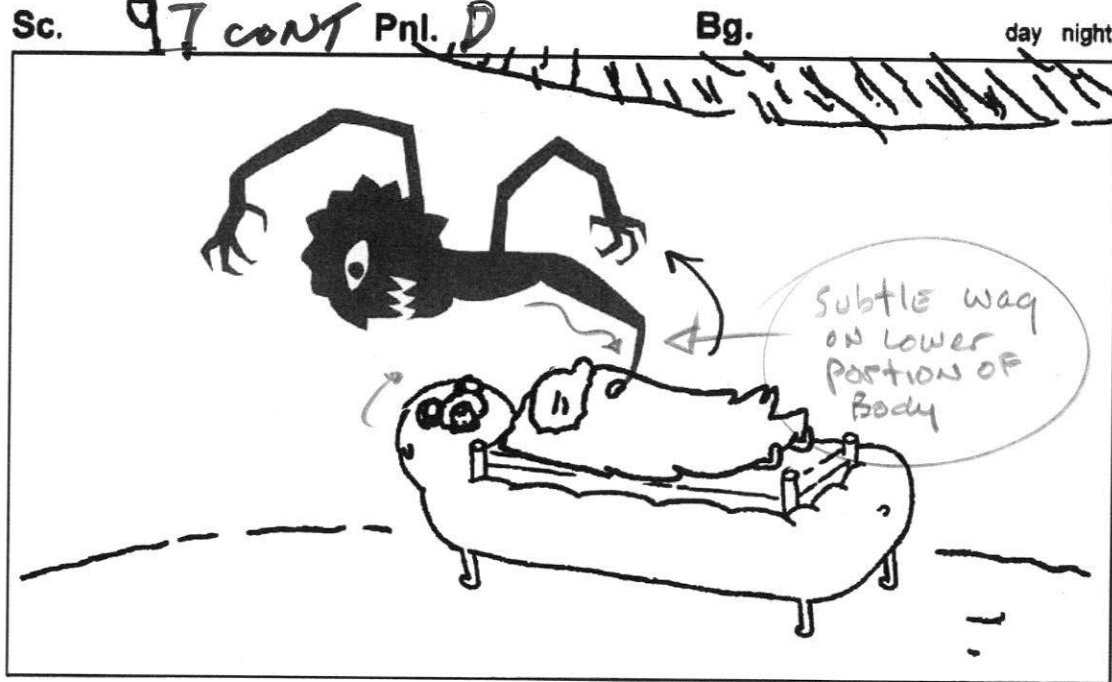
# ADVENTURE TIME



HO  
CUT

NO SC98

Page 117A  
118 NEXT  
day night



Dialog:

J/ UH OH.

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166  
Production :

1025/166

1025/166

1025/166

# ADVENTURE TIME



NO  
SC  
100

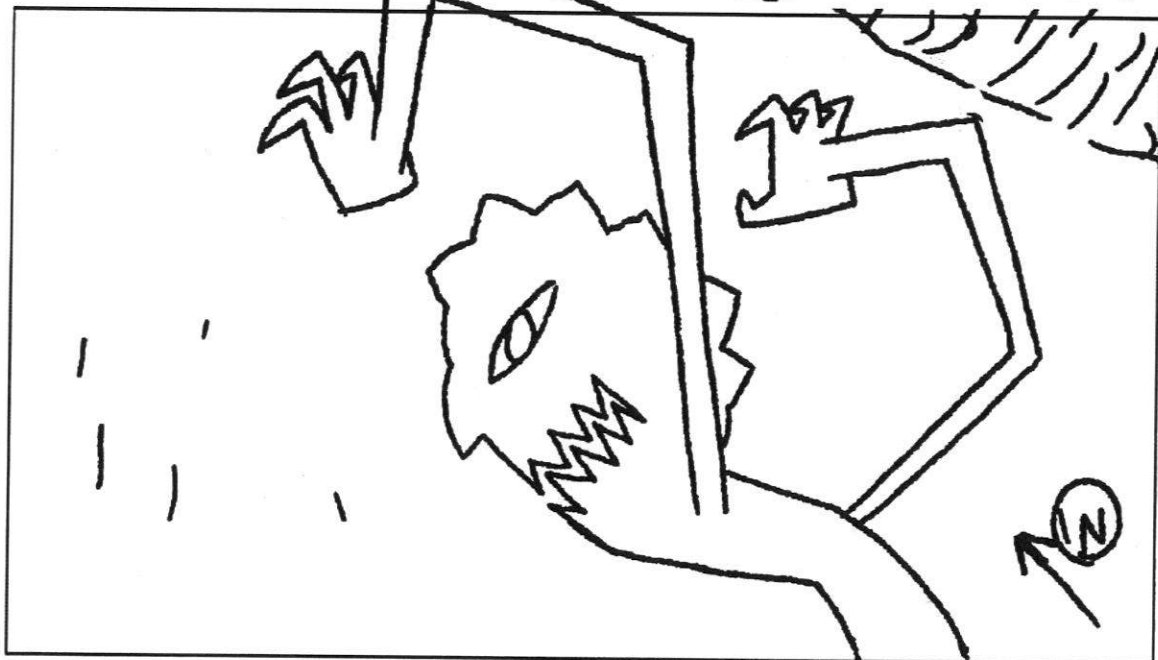
Page 118

Sc. 99

Pnl. A

Bg.

day night



Sc. 99 cont

Pnl. B

Bg.

day night



Dialog:

Action:

SHADOW CREATURE COMES IN. (A) - SC SCRATCHES WALL OF HUT.

Timing:

SFX: \* SKRTTCH \*

NOV 04 2011



TU  
CUT OFF



1025-166  
TV CUT OFF

EPISODE # 1025-166  
1025/166

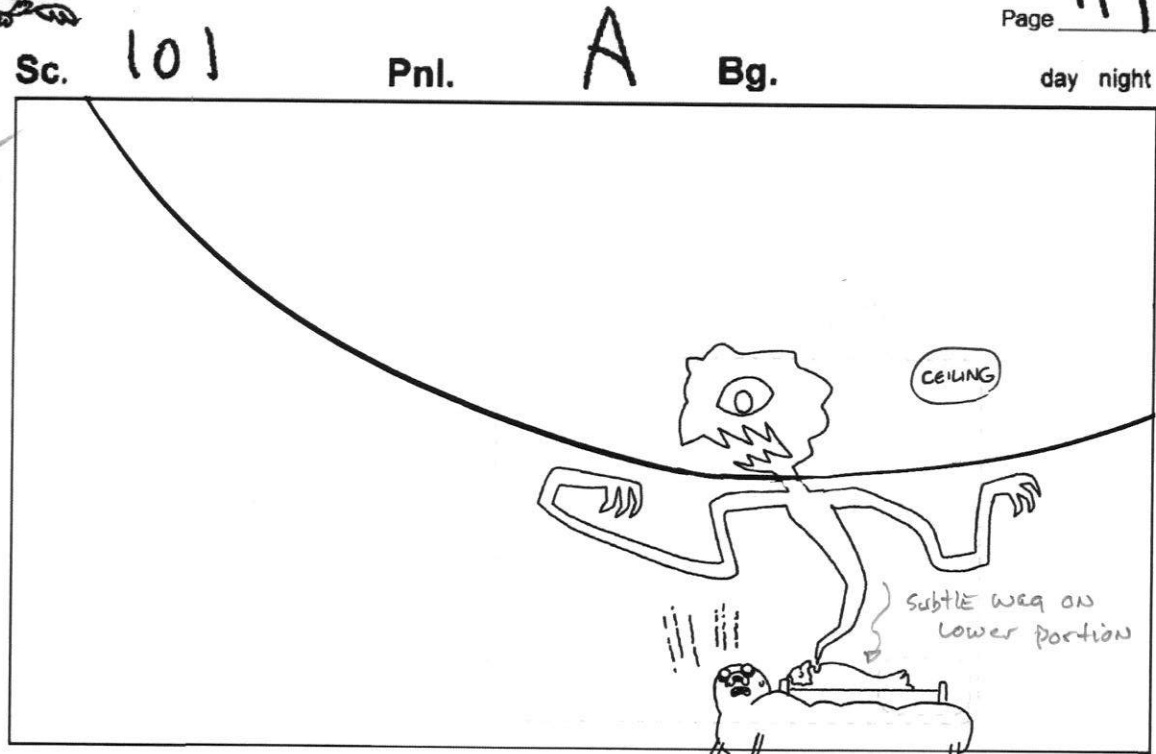
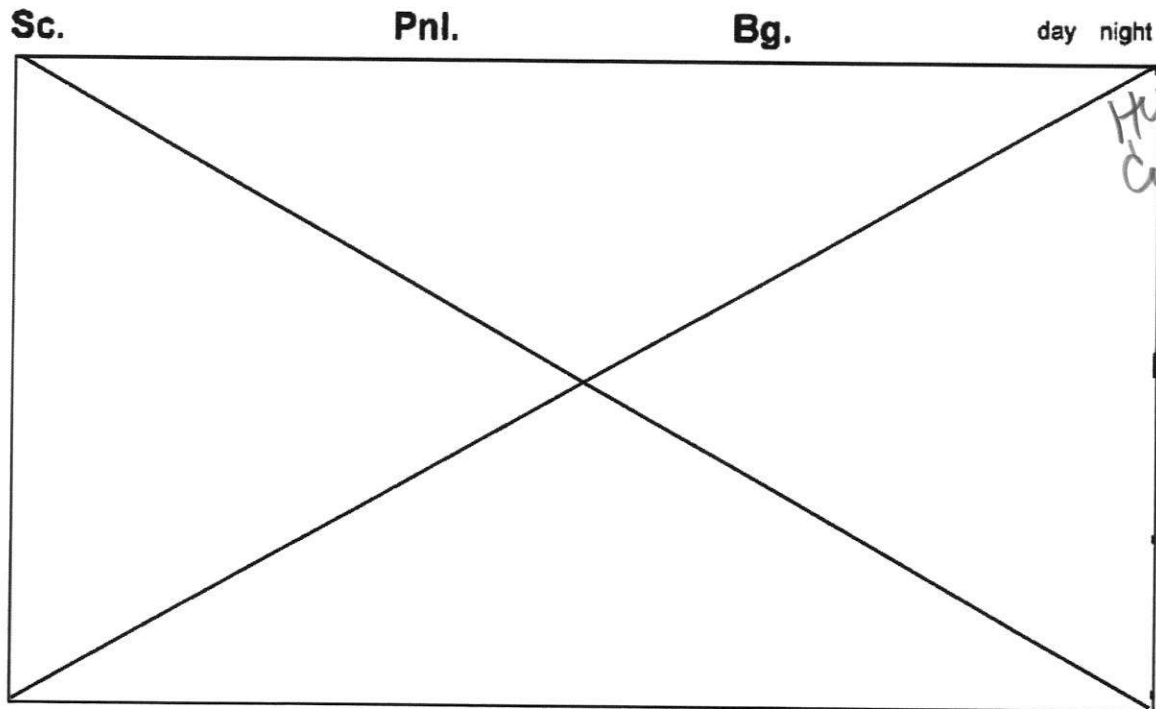
1025/166

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# ADVENTURE TIME



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Dialog:	(LOUD WHISPER)
	J/ Gah. Finn, a little help.
	NOV 04 2013
Action:	
Timing:	

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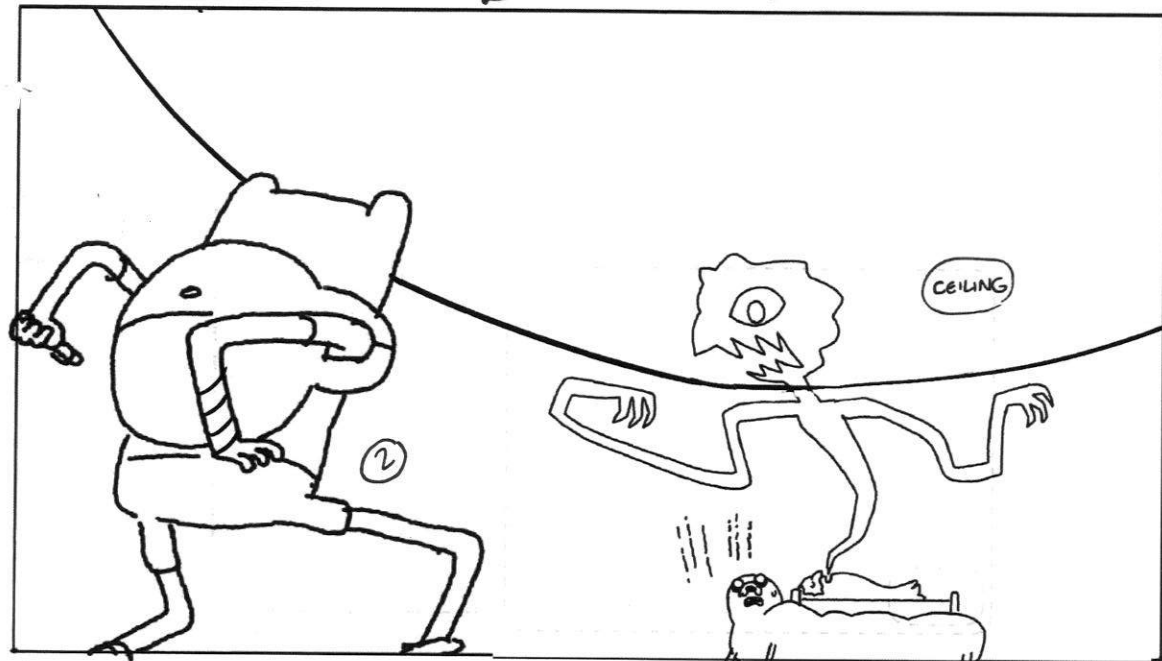
# ADVENTURE TIME



NO SC  
102

Page 120

Sc. 101 *CONT* Pnl. *B* Bg. day night



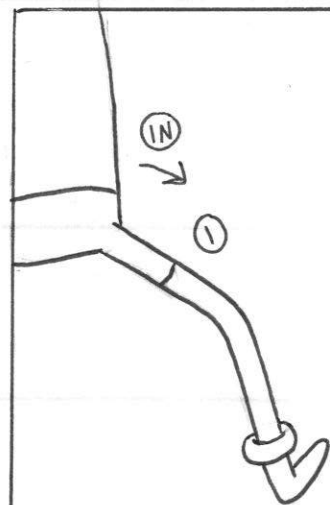
Dialog:

(B1)

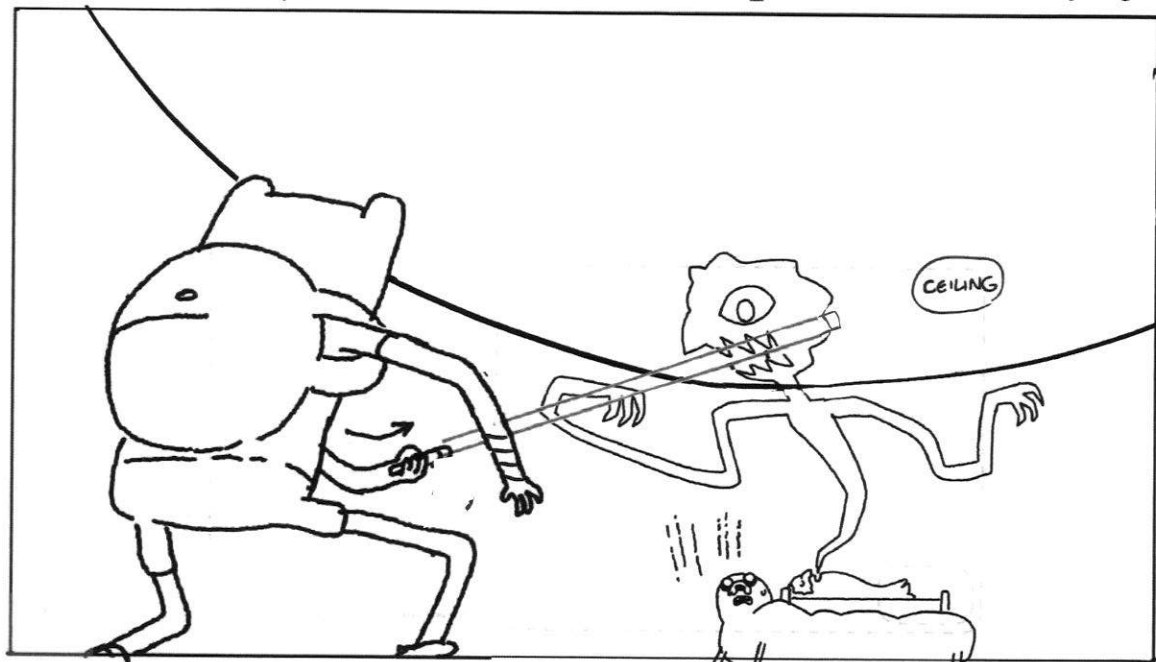
Action:

- FINN JUMPS ON/S

Timing:



Sc. 101 *CONT* Pnl. *C* Bg. day night



F/BZOOOW

NOV 04 2013

- F. SHOOTS LIGHT BEAM



1025/166

EPISODE # 1025-166  
1025/166

Production :



# ADVENTURE TIME



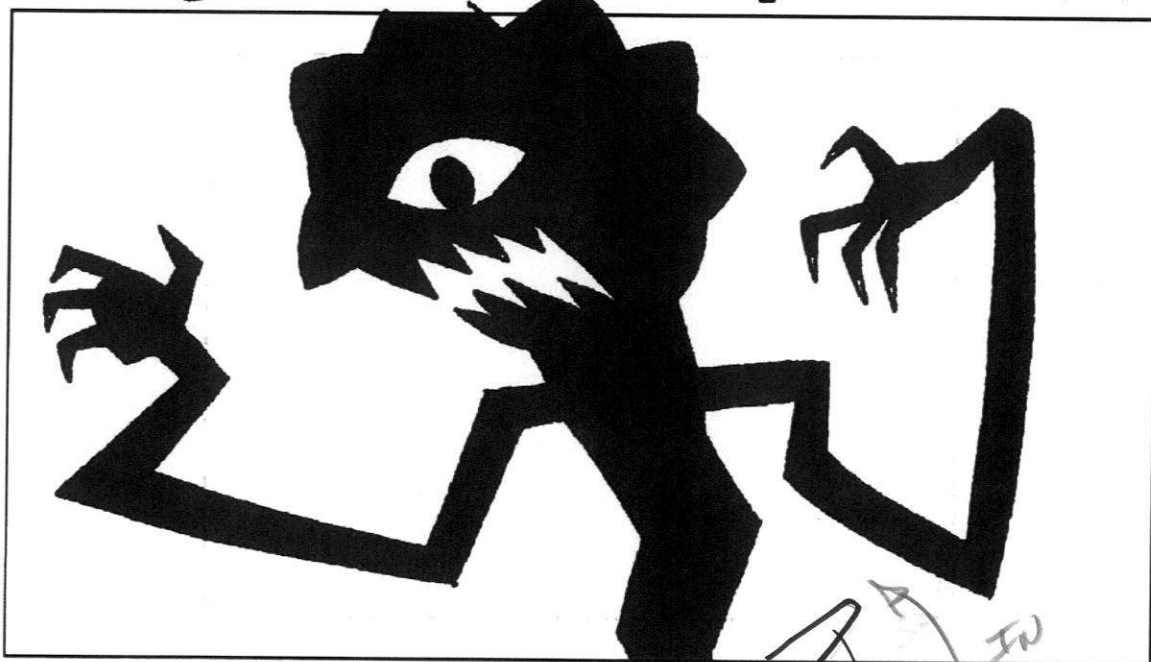
Page 121

Sc. 103

Pnl. A

Bg.

day night

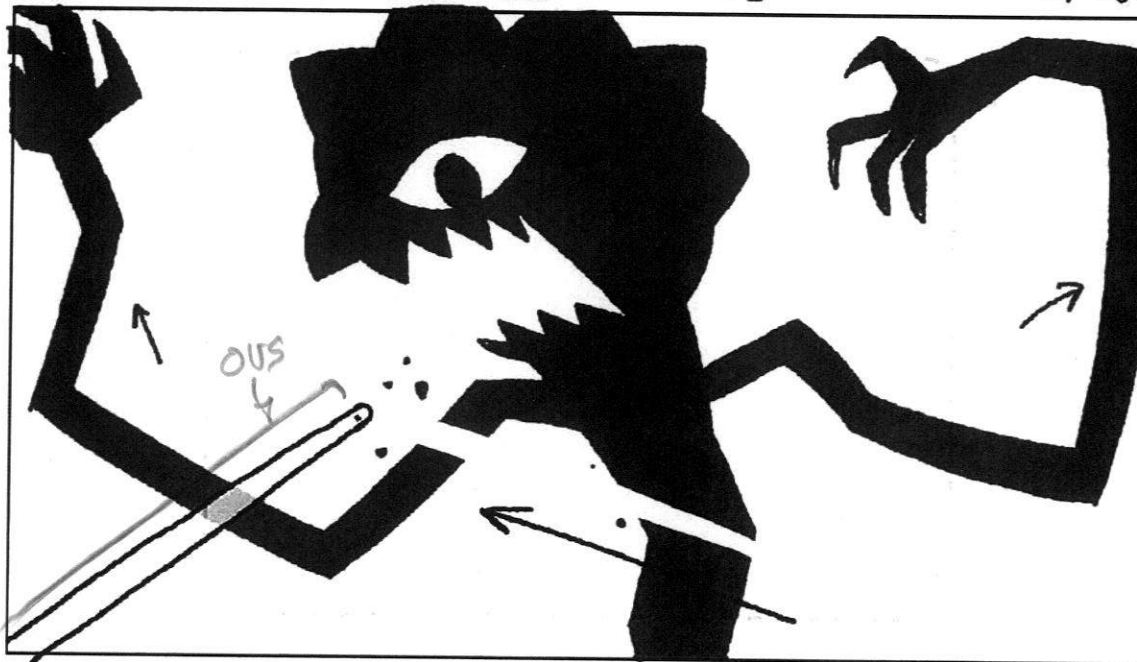


Sc. 103 cont

Pnl. B

Bg.

day night



Dialog:

SC: \*HISSSS\*

LIGHT

NOV 04 2013

Action:

Shadow creature Rears up.

PEN LIGHT beam cutsh through SC,

Timing:

1025/166

EPISODE # 1025-166

1025/166

Production :

Handwritten note: 'Hw cut' with an arrow pointing to the top left corner.

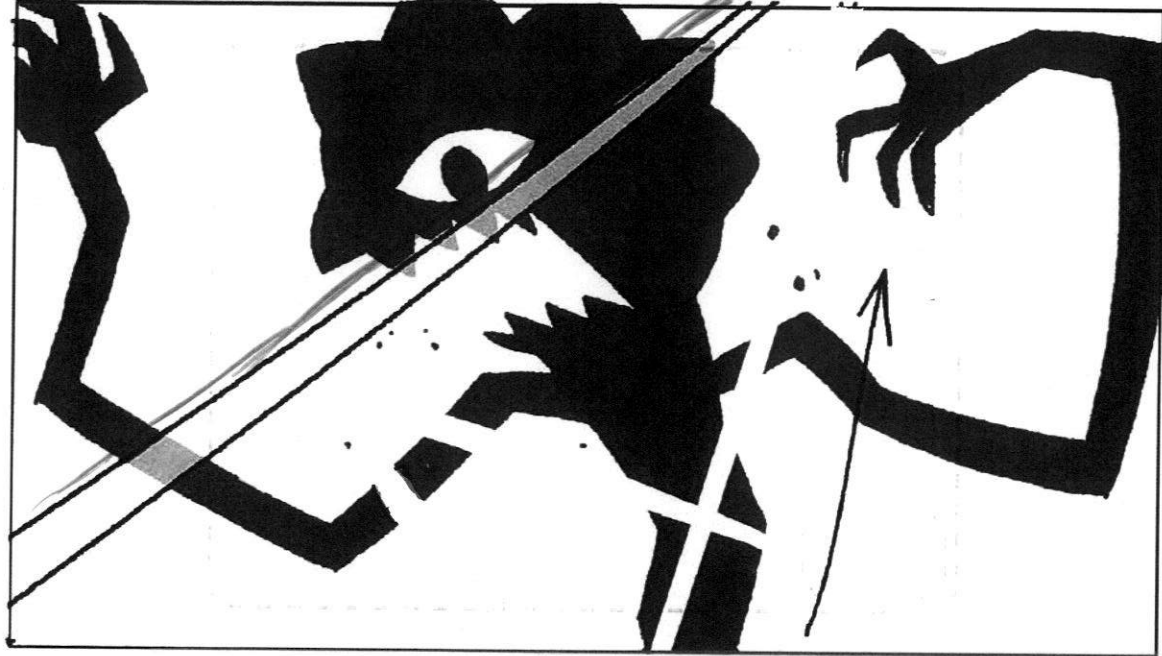
1025/166

# ADVENTURE TIME



Page 122

Sc. 103 cont Pnl. C GOVS Bg. day night



Sc. 103 cont Pnl. D Bg. day night



Dialog:

Action: BEAM SWIPES  
across creature  
again

Timing:



NOV 04 2013

creature starts to shatter.

EPISODE # 1025-166

1025/166

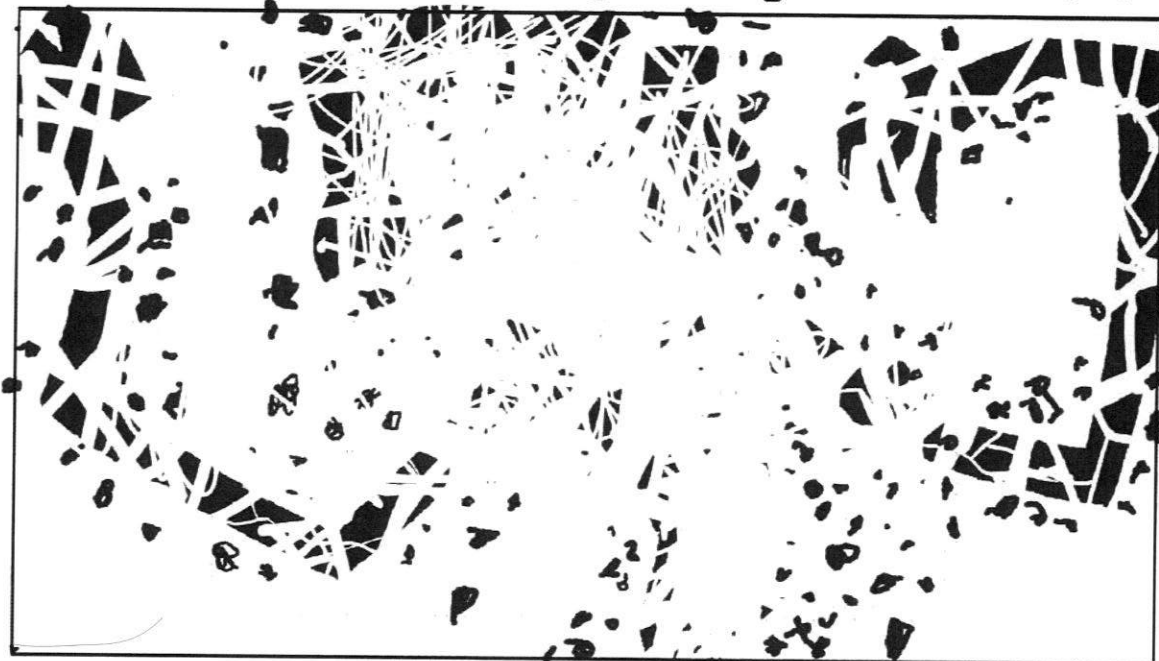
Production :

1025/166

# ADVENTURE TIME



Sc. 103 cont Pnl. E Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

SFX: \* SHATTER \*

Action:

crackure explodes outwards

- OLD PRISM & STIRS.

Timing:

NOV 04 2013



EPISODE # 1025-166

1025/166

Production :

1025/166

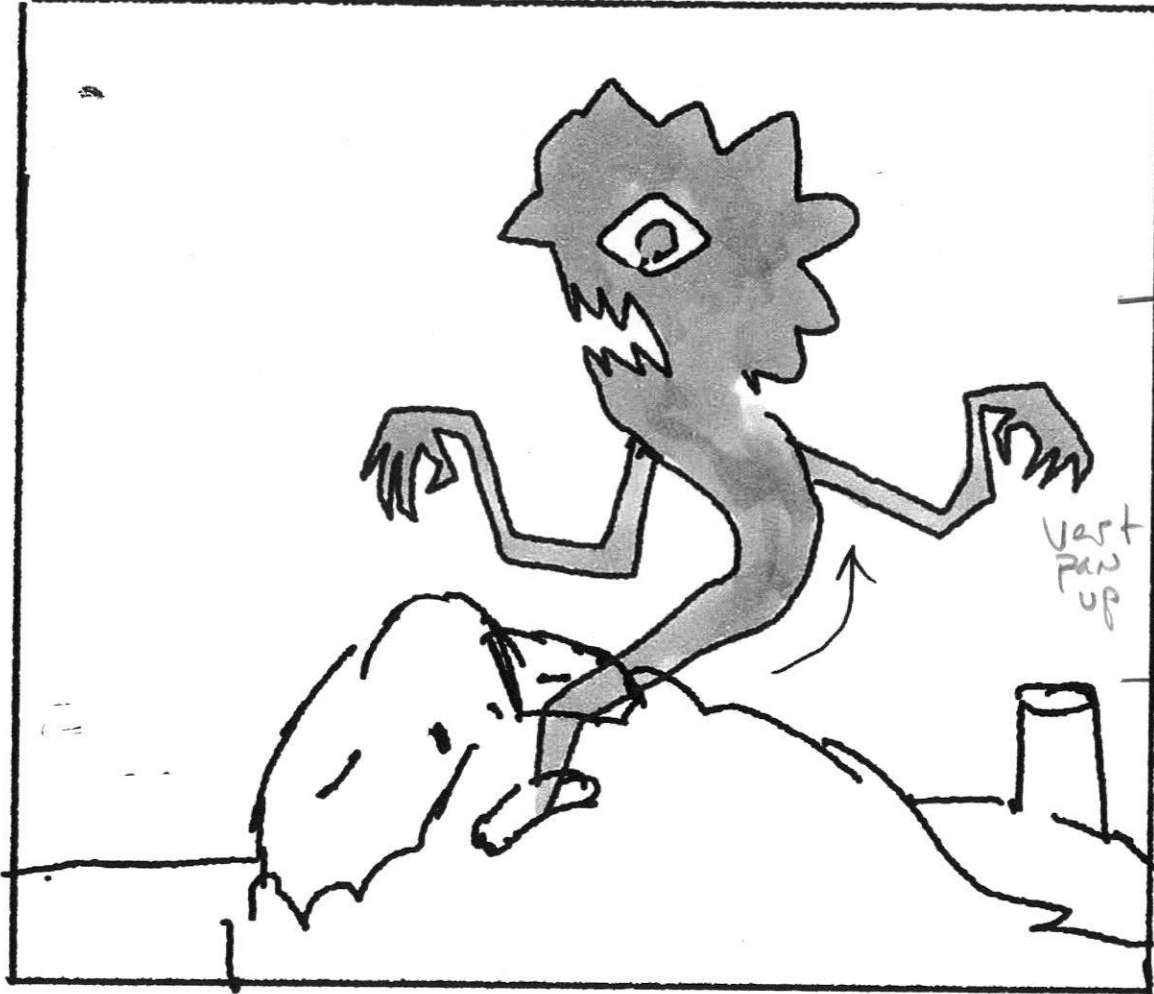


Sc. 105

Pnl. A

Bg.

Page 124  
day night



Action: op / uuuuG

Timing: Another creature comes out of old Prismo's mouth.



J / Hmmm

-J LOOKS AT FLASHLIGHT



(A1) NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 105 CONT Pnl. B

Bg.

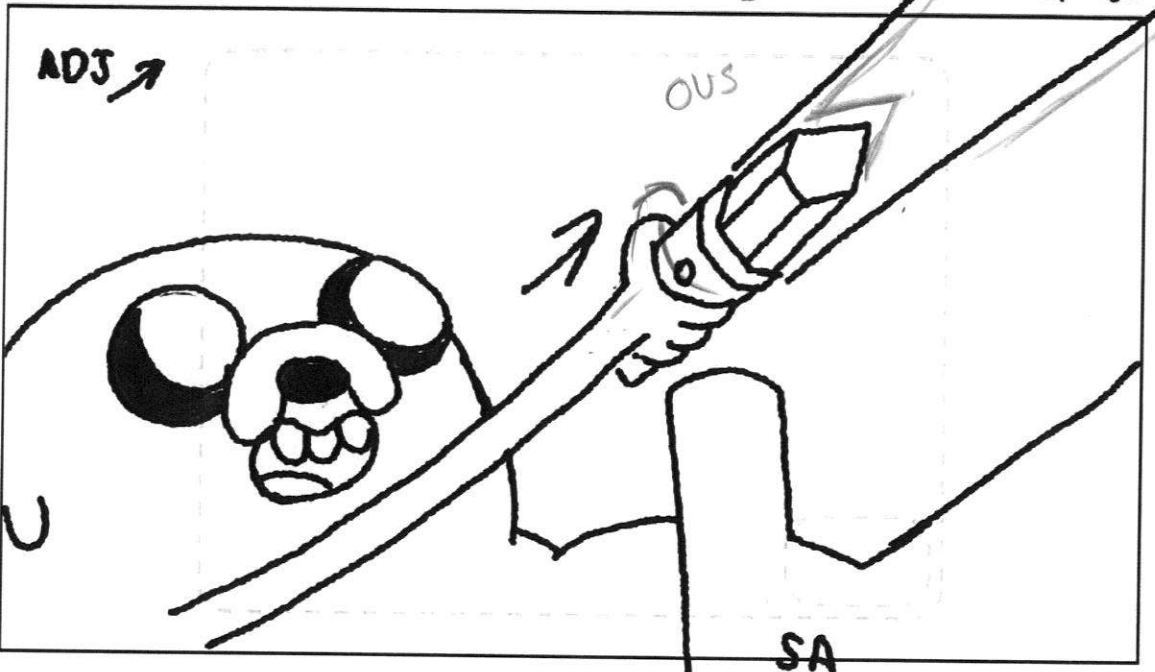
day night



Sc. 105 CONT Pnl. C

Bg.

day night



Dialog:	
Action:	<p>Diagram showing a beam of energy (S/A) hitting a target (S/A) with a 'Start' and 'Stop' marker. The beam is labeled 'Diag ADJ. PAN'.</p>
Timing:	<p>J / KA-ZOW!</p> <p>- J. SHOTS BEAM</p> <p>- ADJ. W/ ACTION</p>

NOV 04 2013

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1025/166

Production :

1025/166

1025/166

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Cut

# ADVENTURE TIME

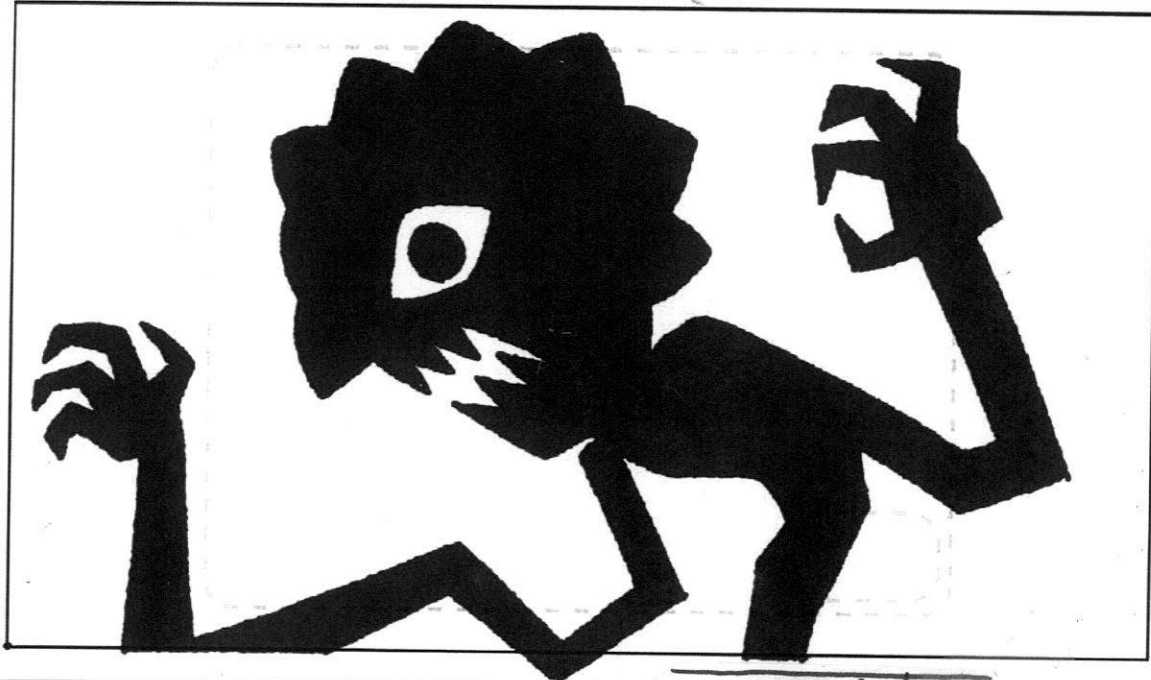


Sc. 106

Pnl. A

Bg.

day night



Sc.

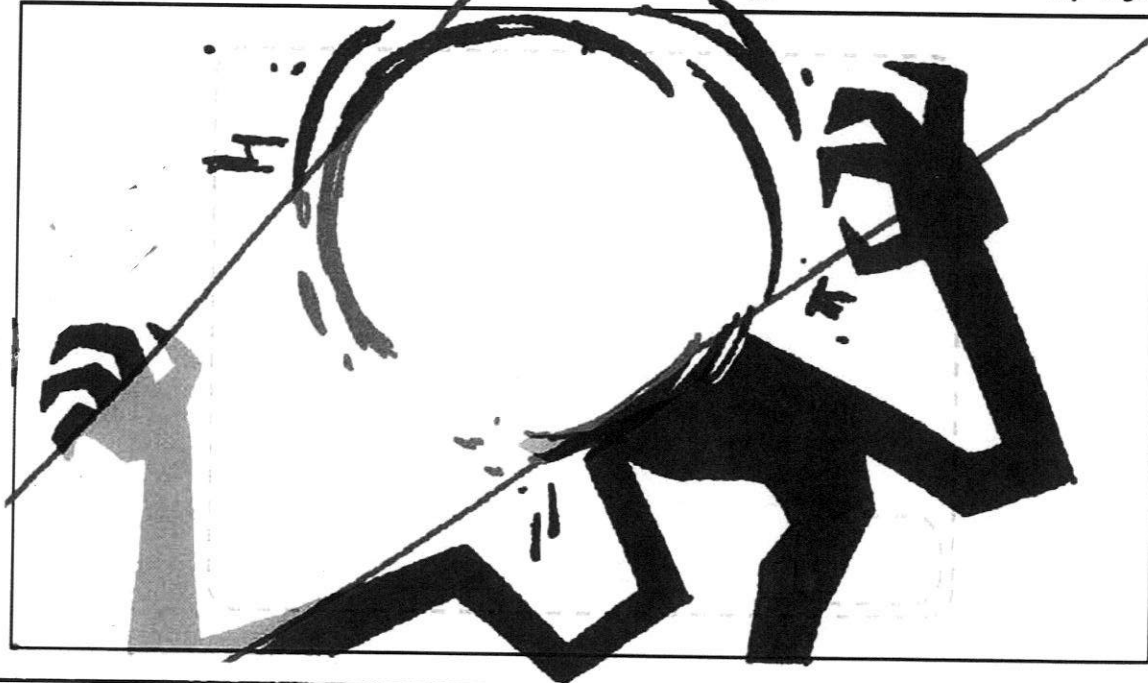
106 cont

Pnl.

B

Bg.

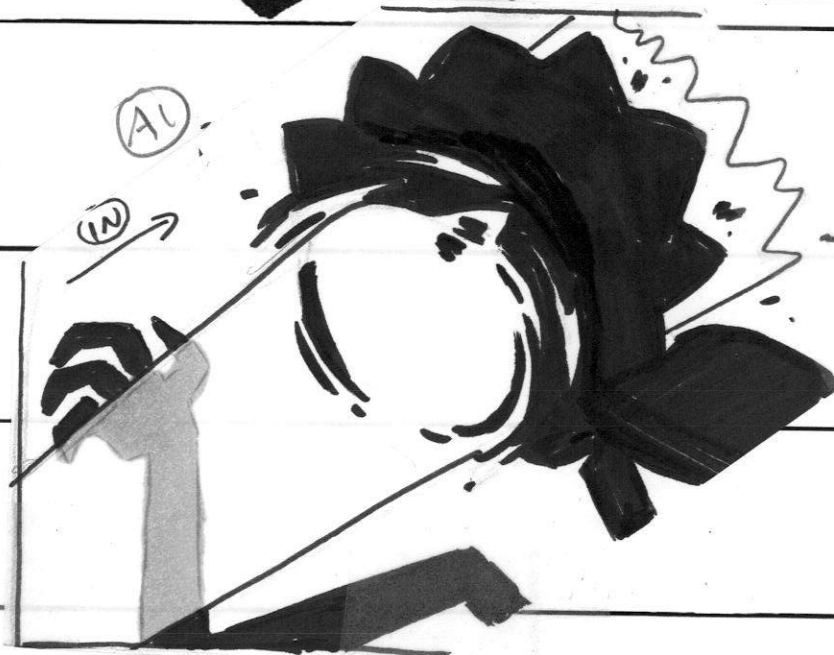
day night



Dialog:

Action:

Timing:



SFX: \*SHYUU\*

NOV 0 4 2013

- JAKE'S FLASH LIGHT BLOWS UP THE CREATURES HEAD.

1025/166

EPISODE # 1025-166

1025/166

Production :



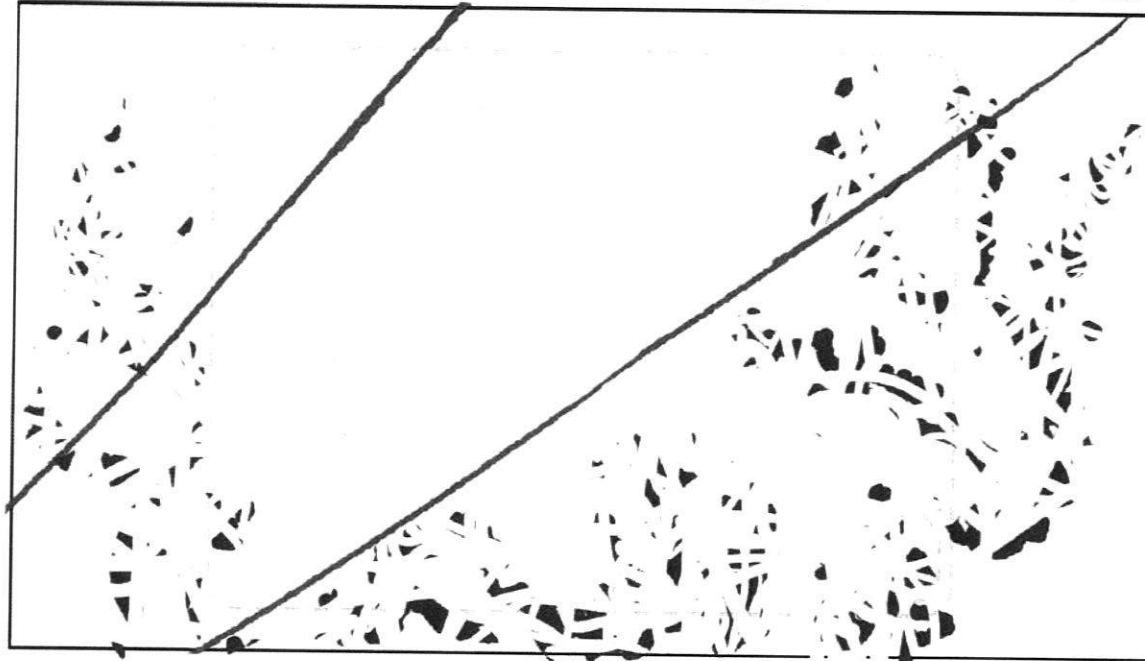
# ADVENTURE TIME



Sc. 106 CONT Pnl. C Bg. day night



Sc. 106 CONT Pnl. D Bg. day night



Dialog:

SFX: \* SPATTER \*

NOV 04 2013

Action:

- creature shatters

- and explodes into dust.

Timing:

1025/166

Page 127  
H  
art

EPISODE # 1025-166

1025/166

Production :

1025/166

HO  
cut

# ADVENTURE TIME



106 A CONT C

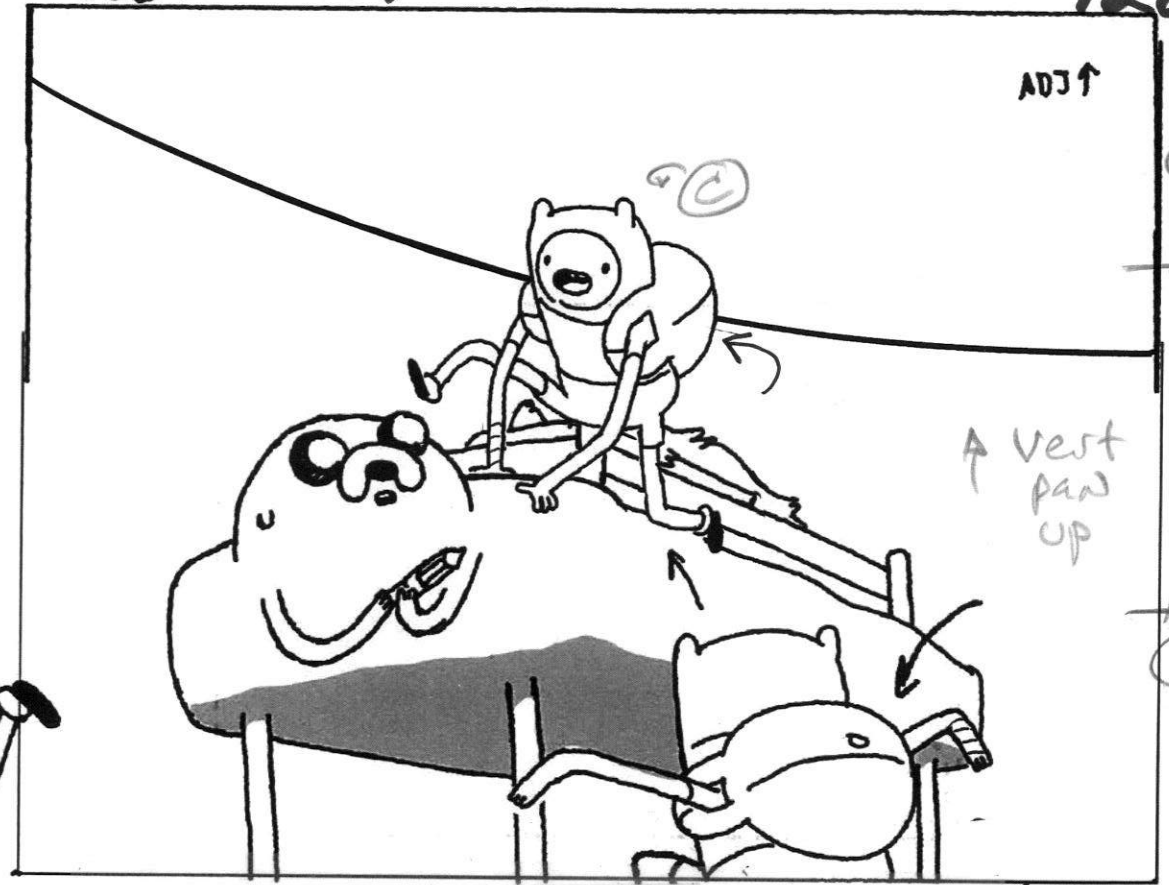
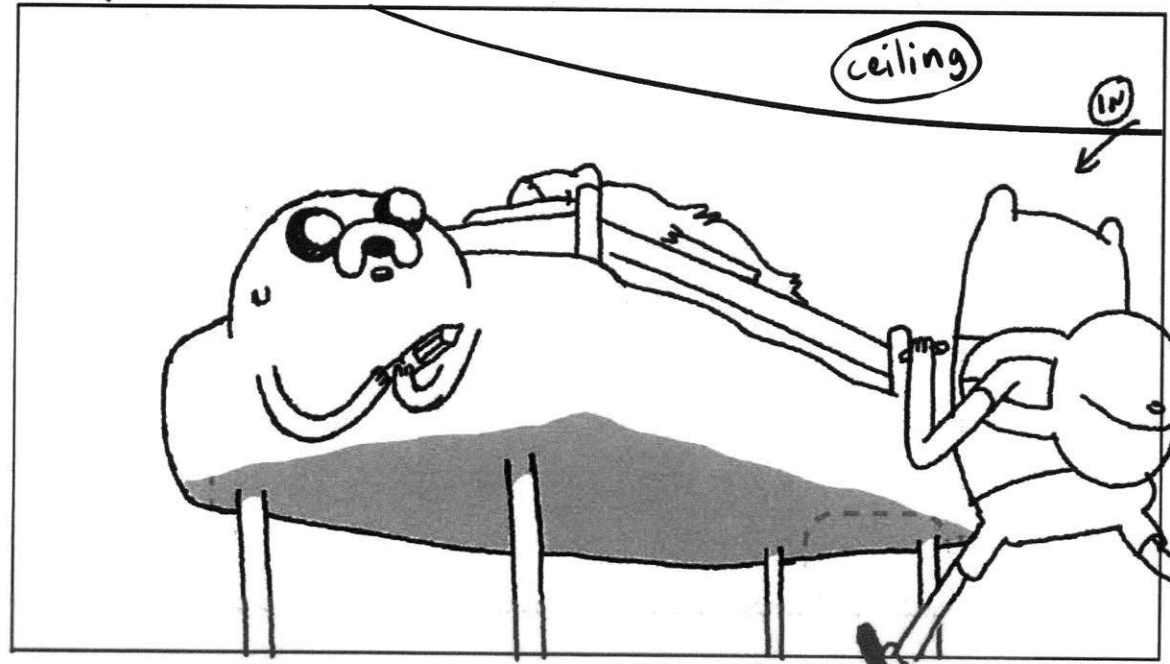
128

Sc. 106 A

Pnl. A

Bg.

day night

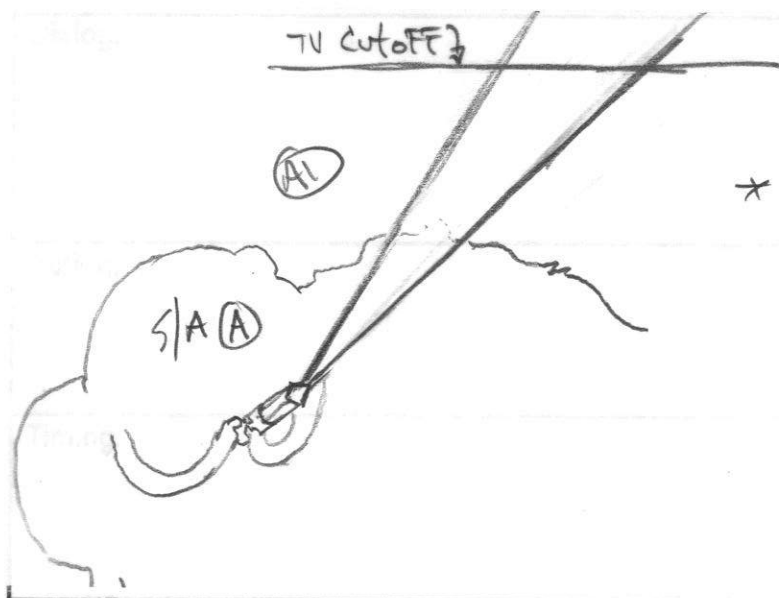


Ⓢ stop

1025-166

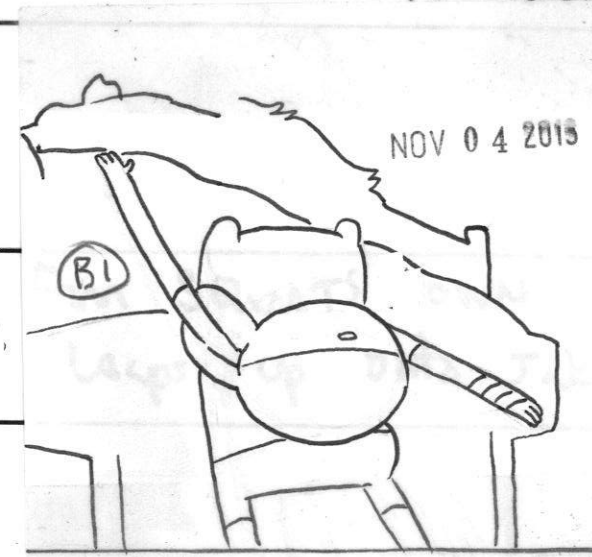
EPISODE #  
1025/166

TV CUTOFF



\* JAKE turn OFF light

\* FIN IN &  
ANTICS DN TO  
LEAPS climb-onto  
Jakes Back



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1025/166

1025/166

# ADVENTURE TIME



Sc. 106A *CONT*

Pnl. *D*

Bg.

day night

Sc. 106B

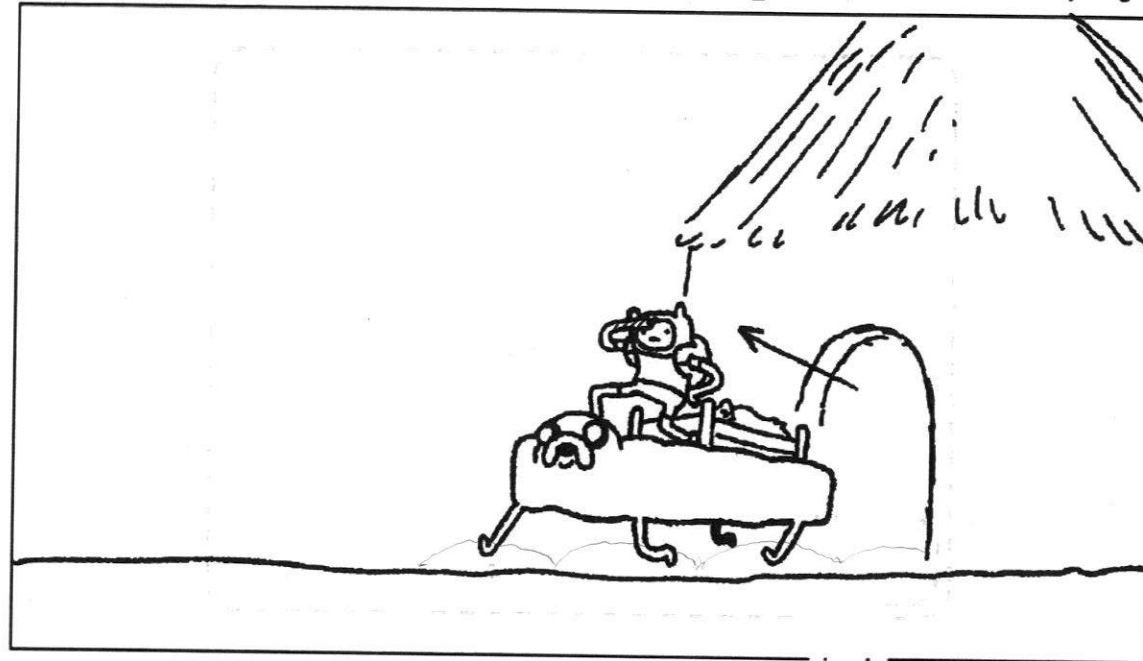
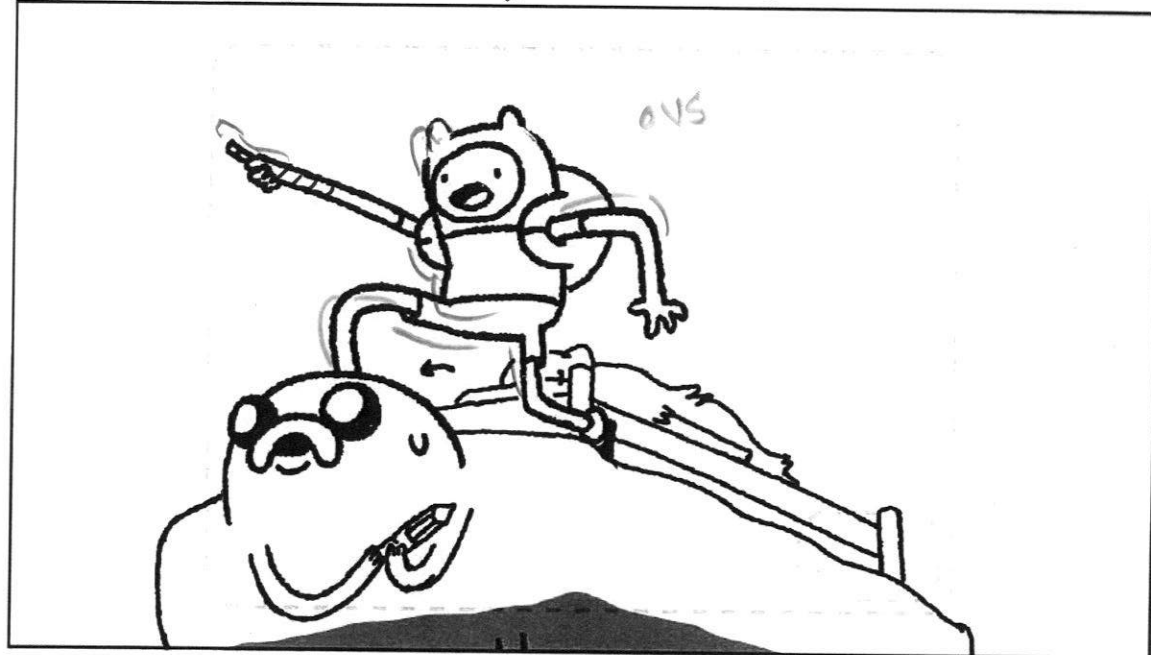
Pnl. *A*

Bg.

Page

*129*

*129A NEXT*  
day night

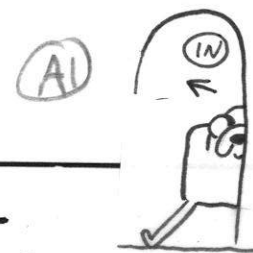


Dialog:

F/ LET'S HOOF IT.

Action:

-F+J RUN OUT OF the HVT.



NOV 14 2013

Timing:

1025/166

EPISODE # 1025-166

1025/166

Production :

# ADVENTURE TIME



Page 129A

130 NEXT  
day night

Sc. 106B *CONT* Pnl. B

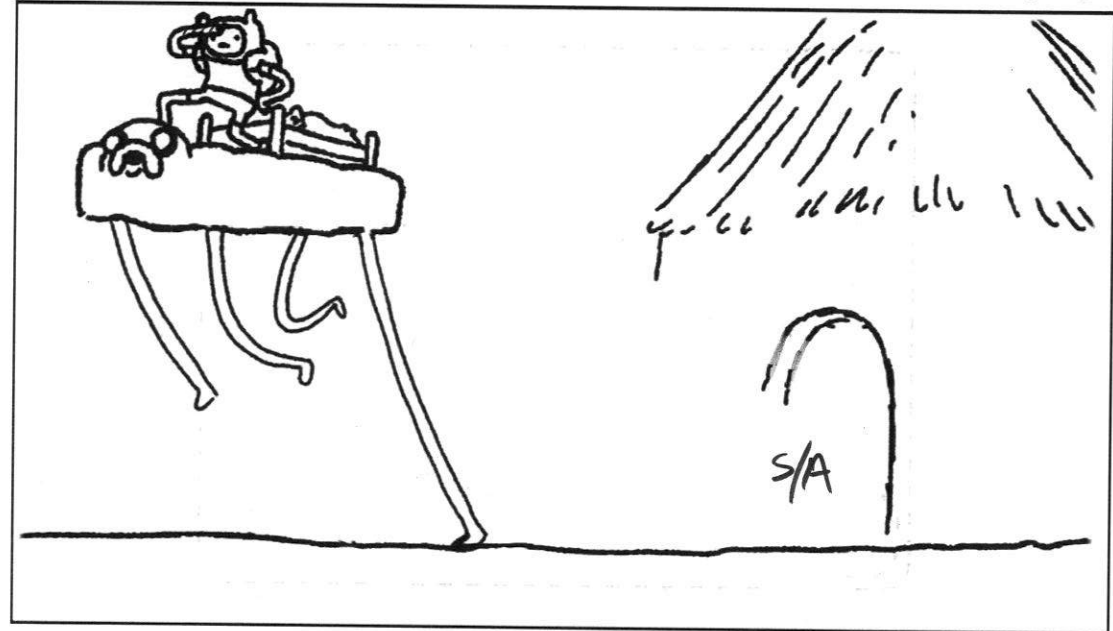
Bg.

day night



Sc. 106B *CONT* Pnl. C

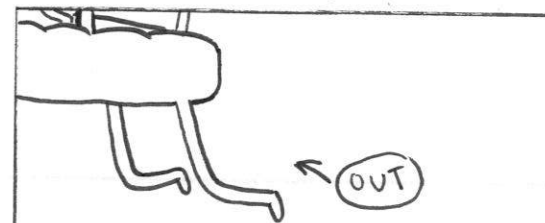
Bg.



Dialog:

Action:

Timing:



NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

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1025/166

Ho Cut

# ADVENTURE TIME



Sc 106B

Pnl

B

A

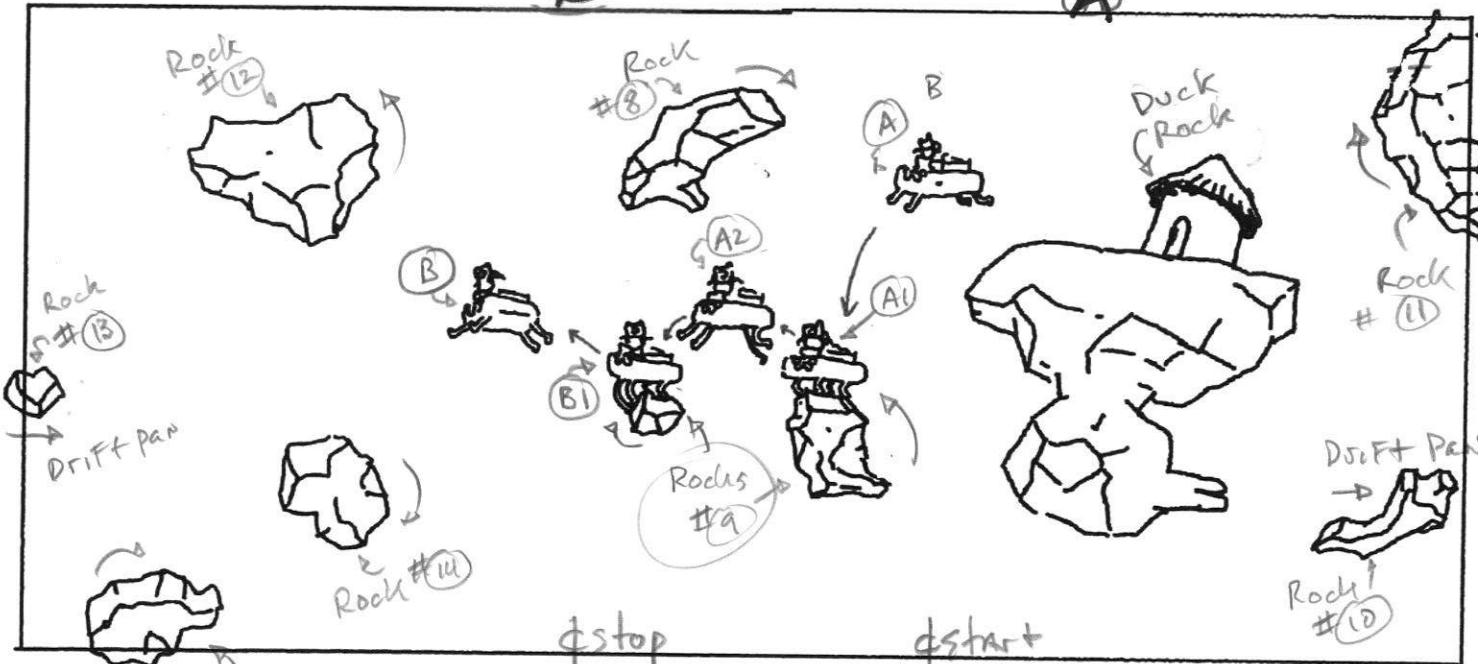
Ho Cut

Page 130

Pnl.

Bg.

day night



Dialog:

Rock #15

PAW w/ Action

Action:

- F+J Drop to Rock #9 then LEAP to NEXT Rock #9 then LEAP up

NOV 04 2013

Timing:

EPISODE # 1025-166

1025/166

Production :

1025/166



HU  
CUT

# ADVENTURE TIME



Sc. 107

Pnl. A

Bg.

CHUNKS  
MULTI-  
PLAINING

day night

Sc.

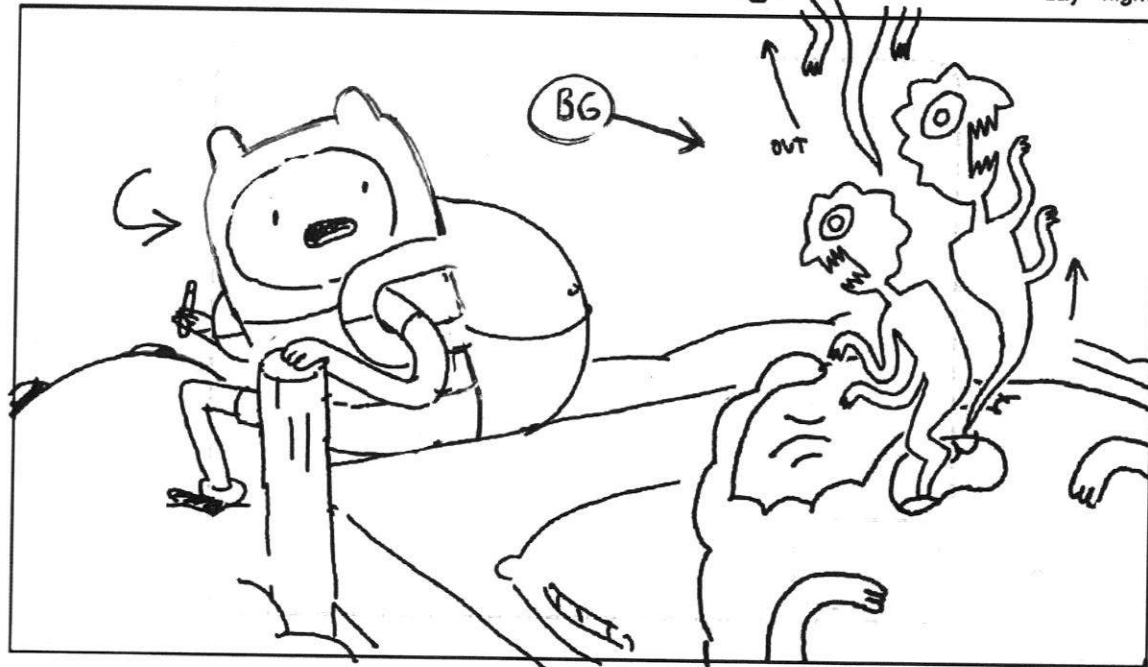
107 CONT Pnl. B

Bg.

Page

131  
131A NEXT

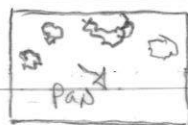
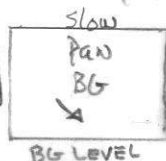
day night



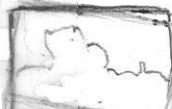
Dialog:

OP/[GROANS.]

MULTI-PLANE SET-UP  
Rock LEVEL



(A2) tilt up



CHAR. LEVEL W/  
- ARC PAN CYCLE (MOCK  
JAKE  
LEADING)

FIN JAKE DON'T  
JOSTLE THE PACKAGE.



OLD PRISMO SHAKES HIS HEAD BACK AND FORTH. HIS ARM ALTERNATELY TWITCH.



NOV 04 2011

Production :

EPISODE # 1025-166

1025/166

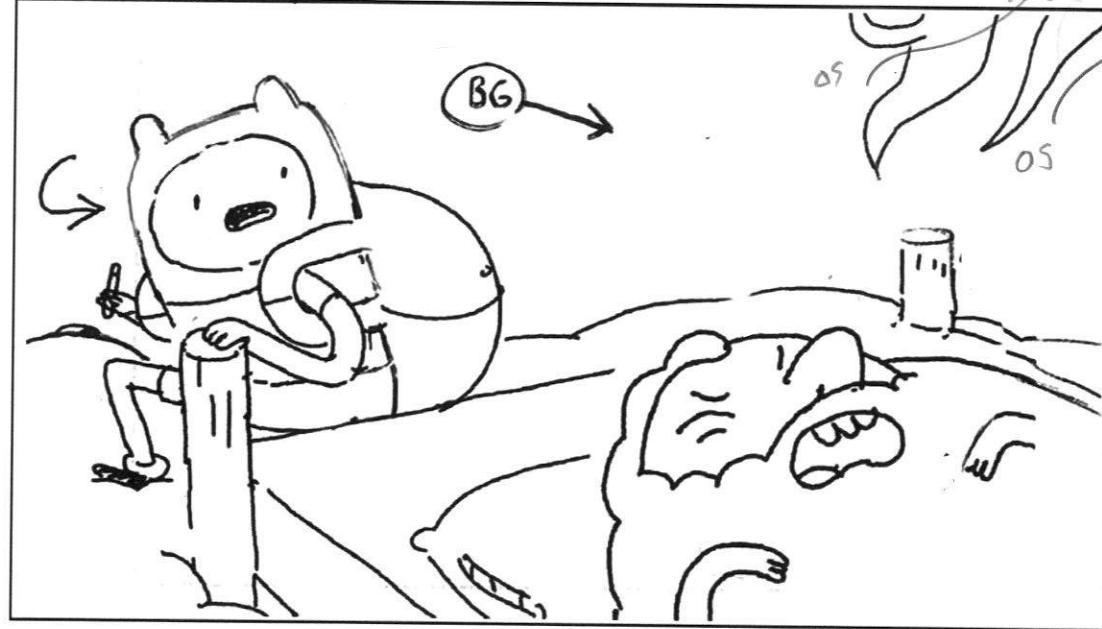
1025/166



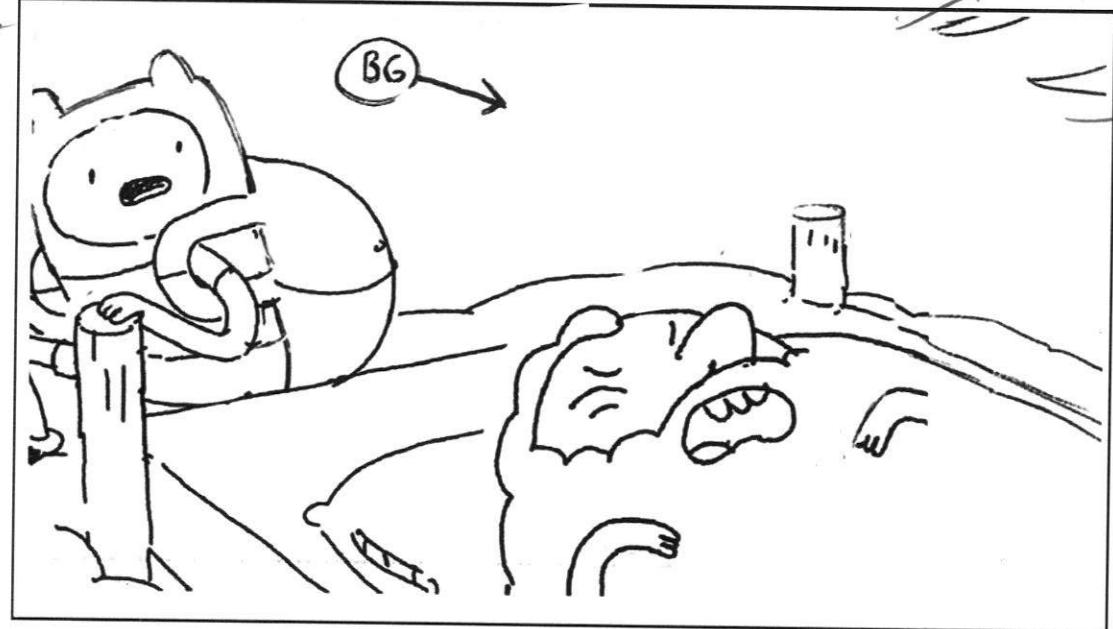
# ADVENTURE TIME



Sc. 107 *CONT* Pnl. C Bg.



Sc. 107 *CONT* Pnl. D Bg.



Page 131A

*131B NEXT*  
day night

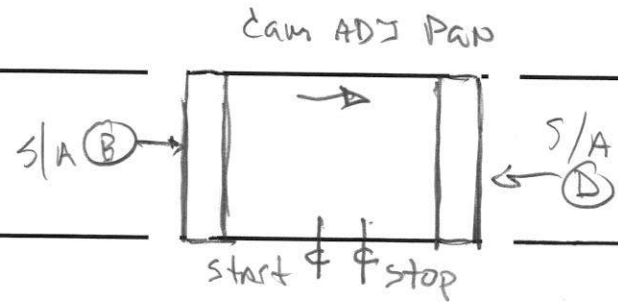
EPISODE # 1025-166

1025/166

Dialog:



Action:



NOV 04 2012

Timing:

Production :

1025/166

Ho  
Cut

# ADVENTURE TIME



Page 131B

132 NEXT

Sc. 108

Pnl. A

Bg.

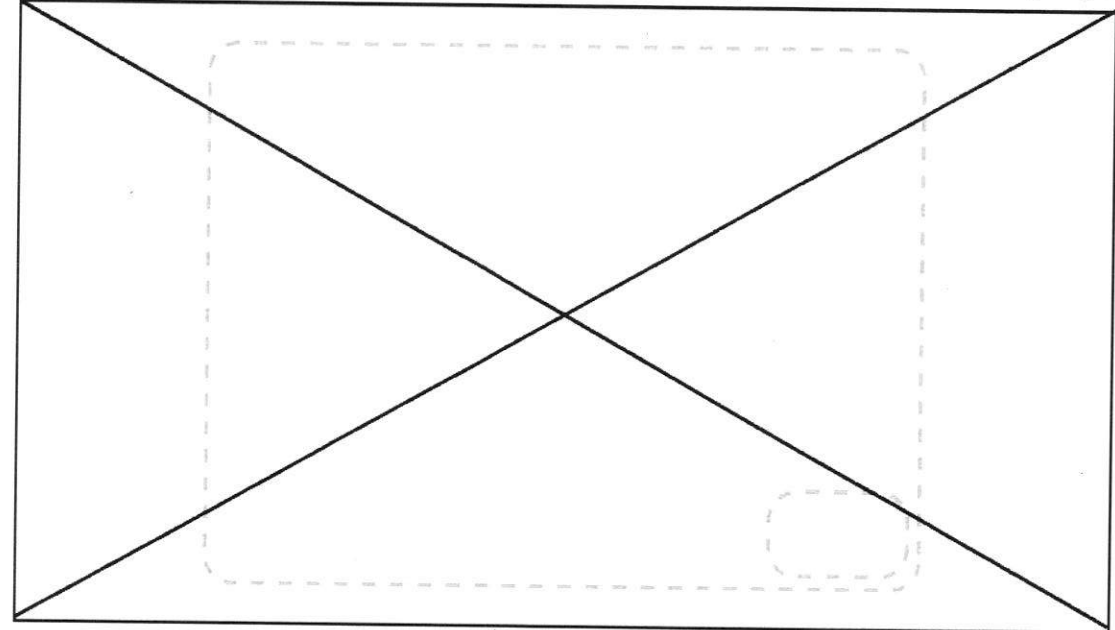
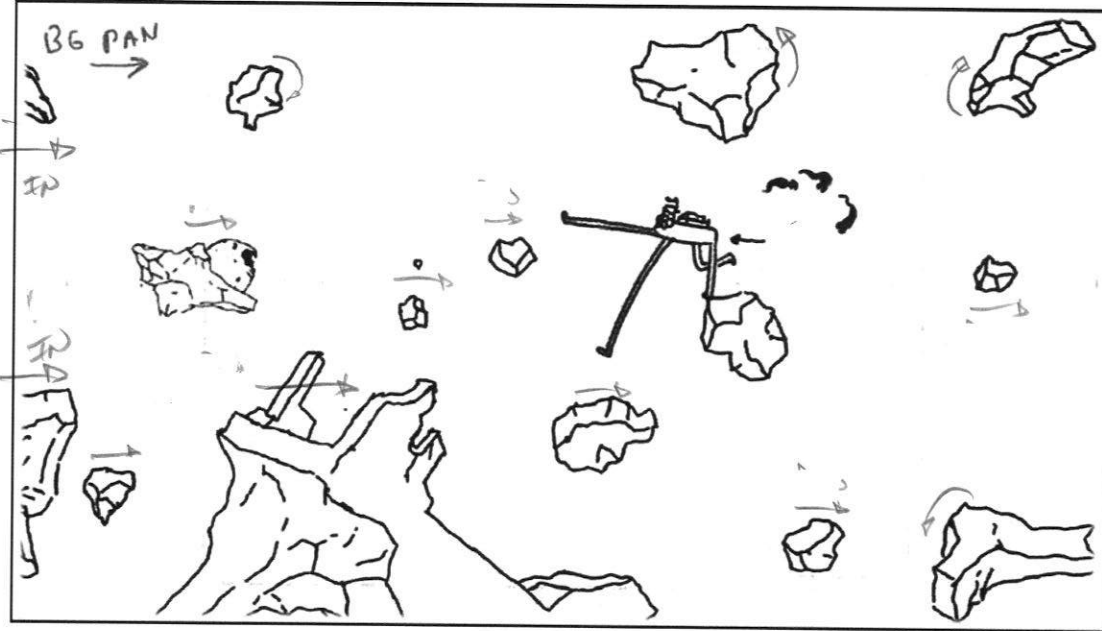
day night

Sc.

Pnl.

Bg.

day night



Dialog:

- \* Objects pan thru sc.
- \* Some objects w/ Rotation (very subtle).
- \* Objects Take steps ON REACT to step action.

Action:



Timing:

NOV 04 2013

EPISODE # 1025-166

Production :

1025/166

1025/166

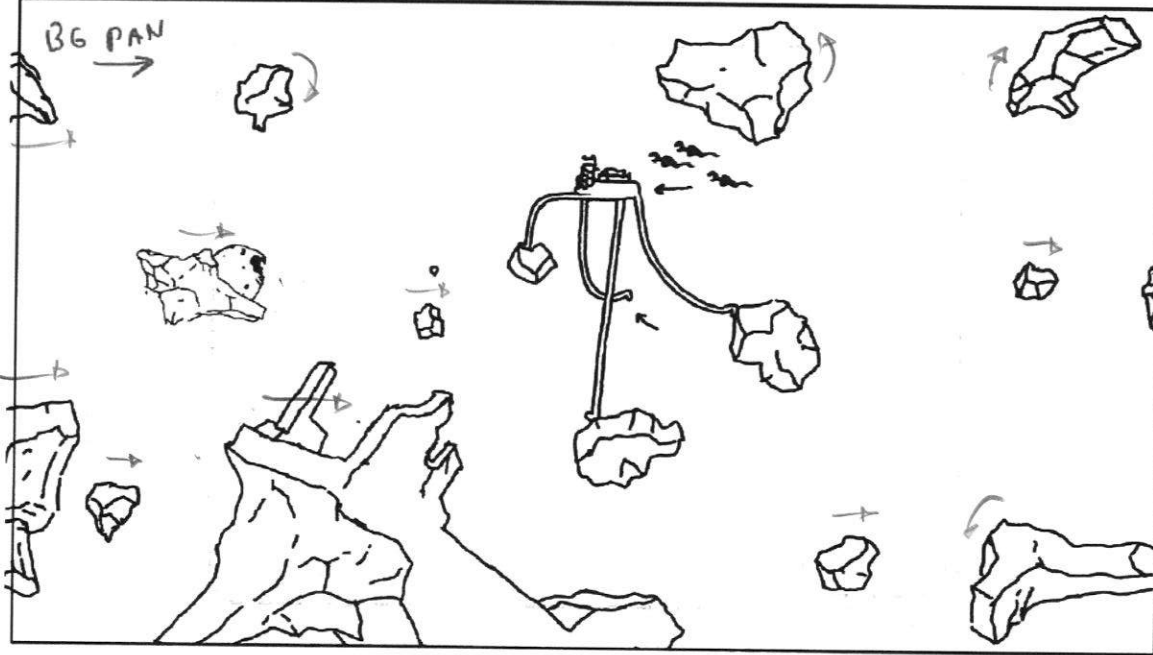
# ADVENTURE TIME



Sc. 108 *CONT* Pnl. B

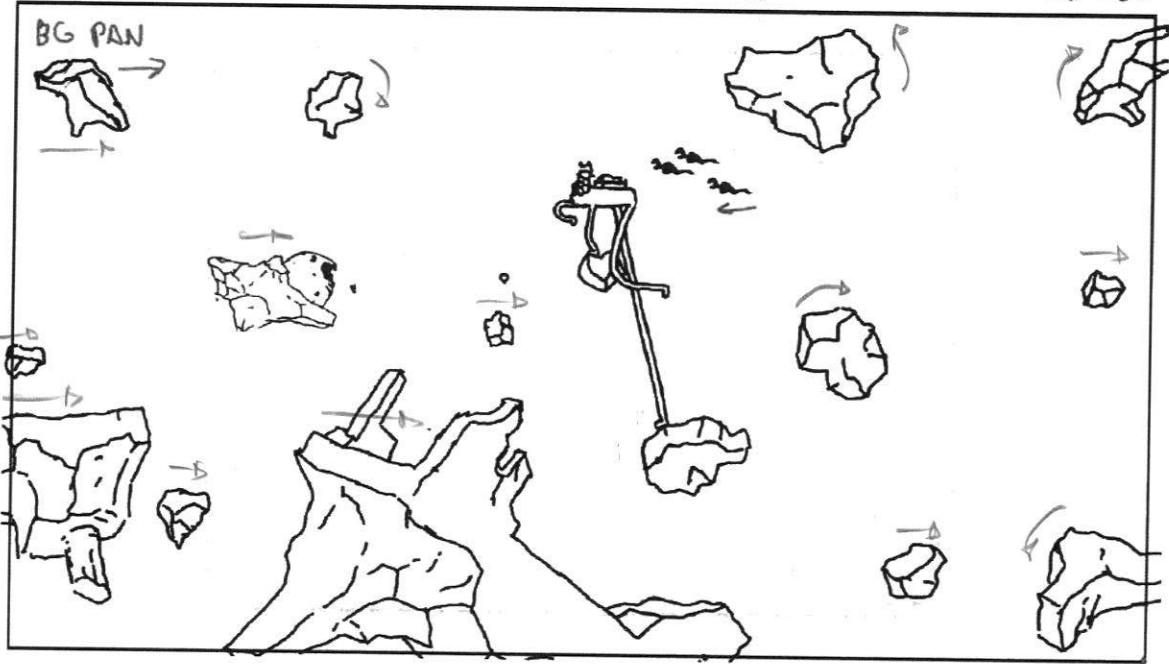
Bg.

day night



Sc. 108 *CONT* Pnl. C

Bg.



Page 132  
132A NEXT  
day night

Dialog:

Action:

JAKE STRETCHES LEGS IN ORDER TO GLIDE smoothly forward. THEY ARE BEING CHASED BY 3 SHADOW CREATURES.

NOV 04 2013

Timing:

EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 108 *cont* Pnl. D

Bg.

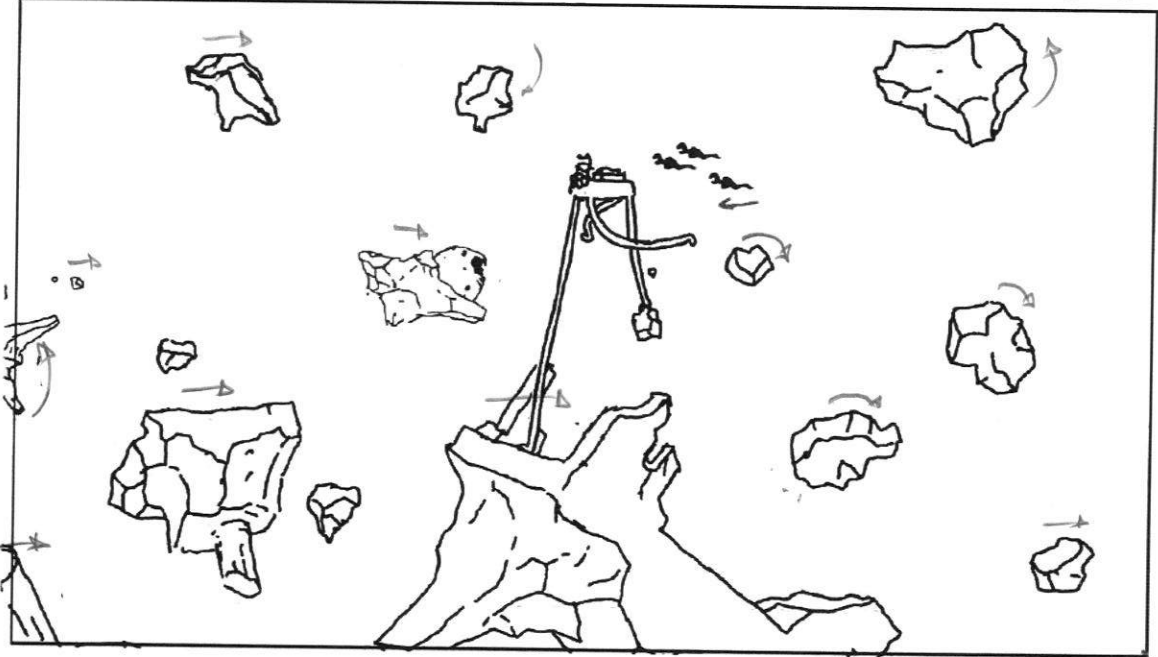
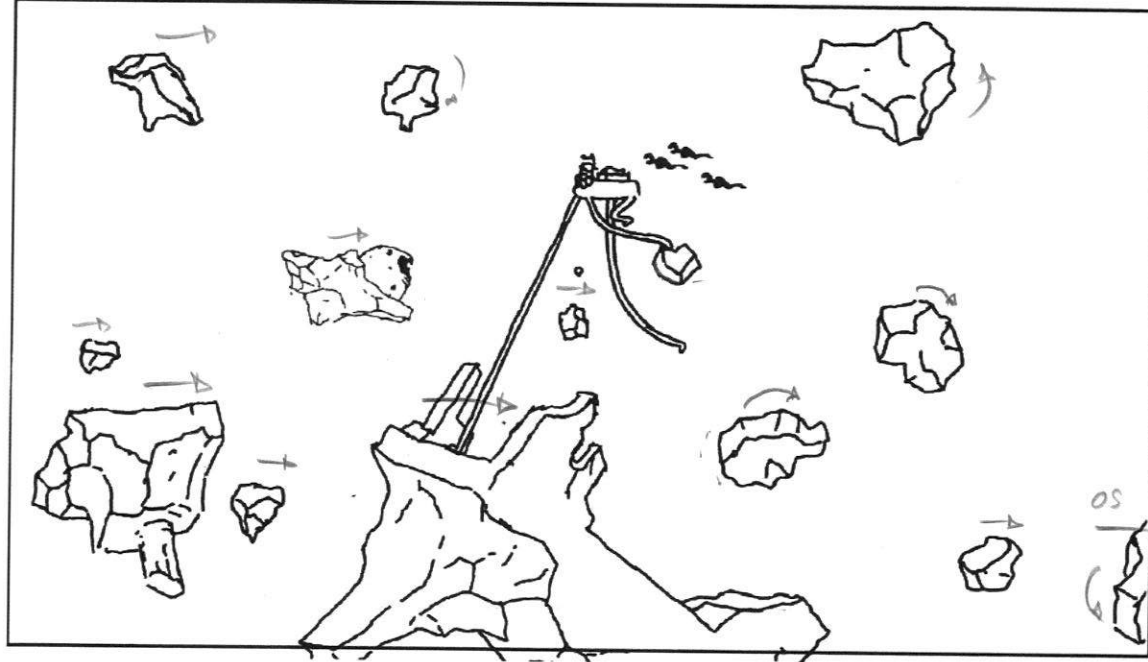
day night

Sc. 108 *cont* Pnl. E

Bg.

Page 132A

*132B NEXT*  
day night



Dialog:

Action:

Timing:

NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc. 108 *cont* Pnl. F

Bg.

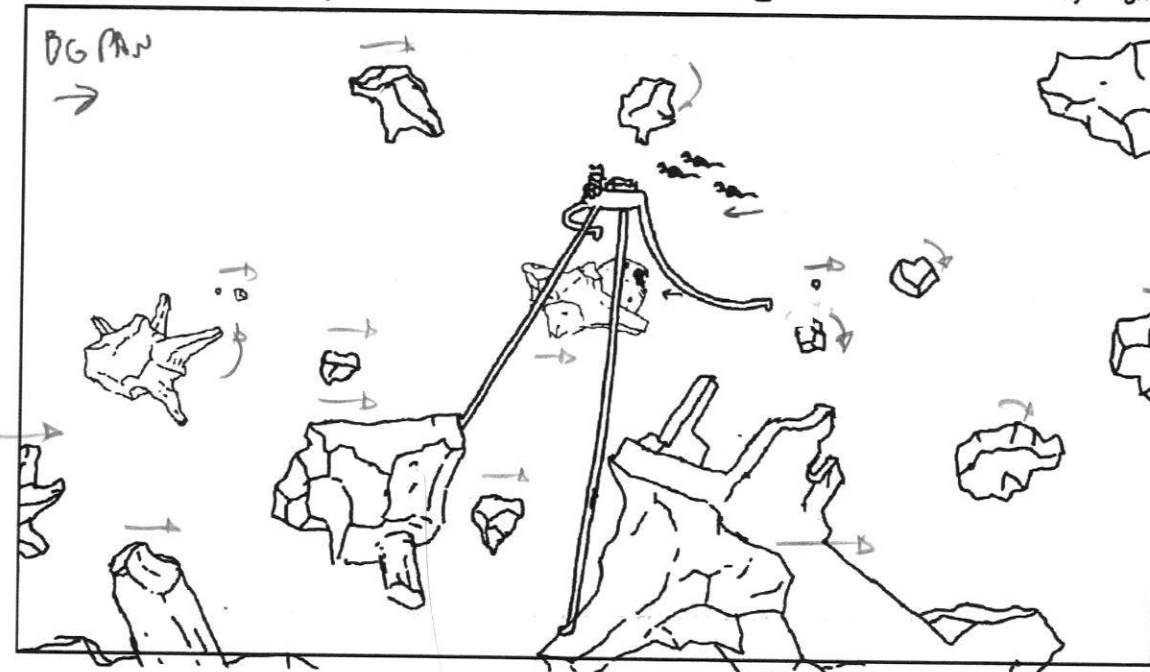
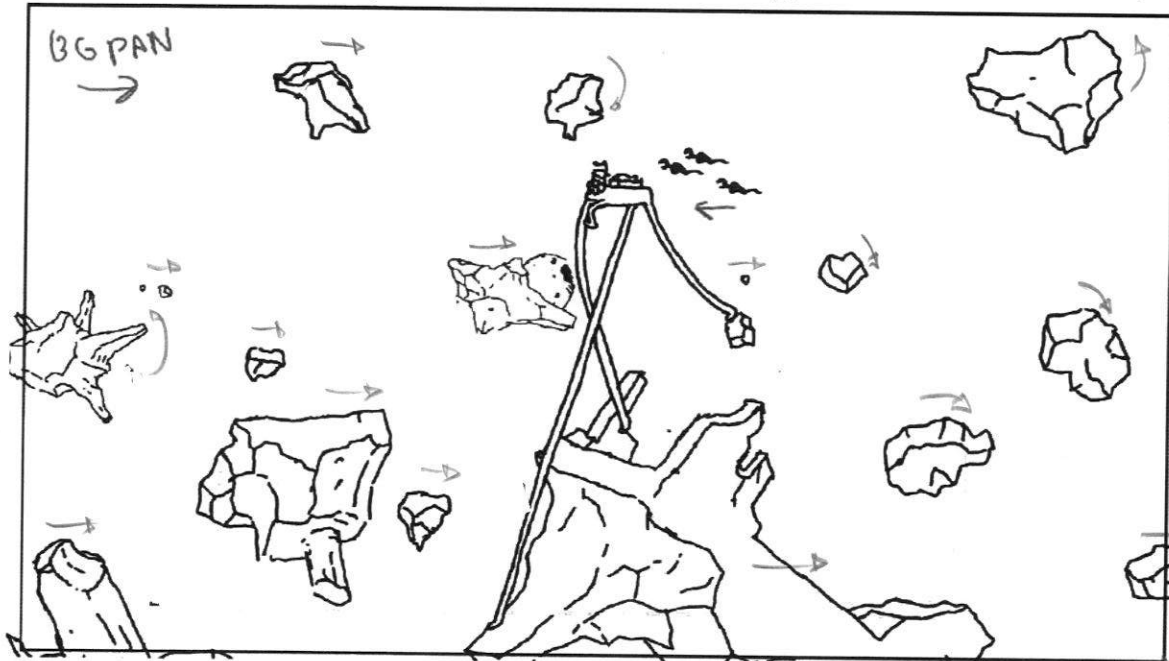
day night

Sc. 108 *cont* Pnl. G

Bg.

Page 132B

*133 NEXT*  
day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

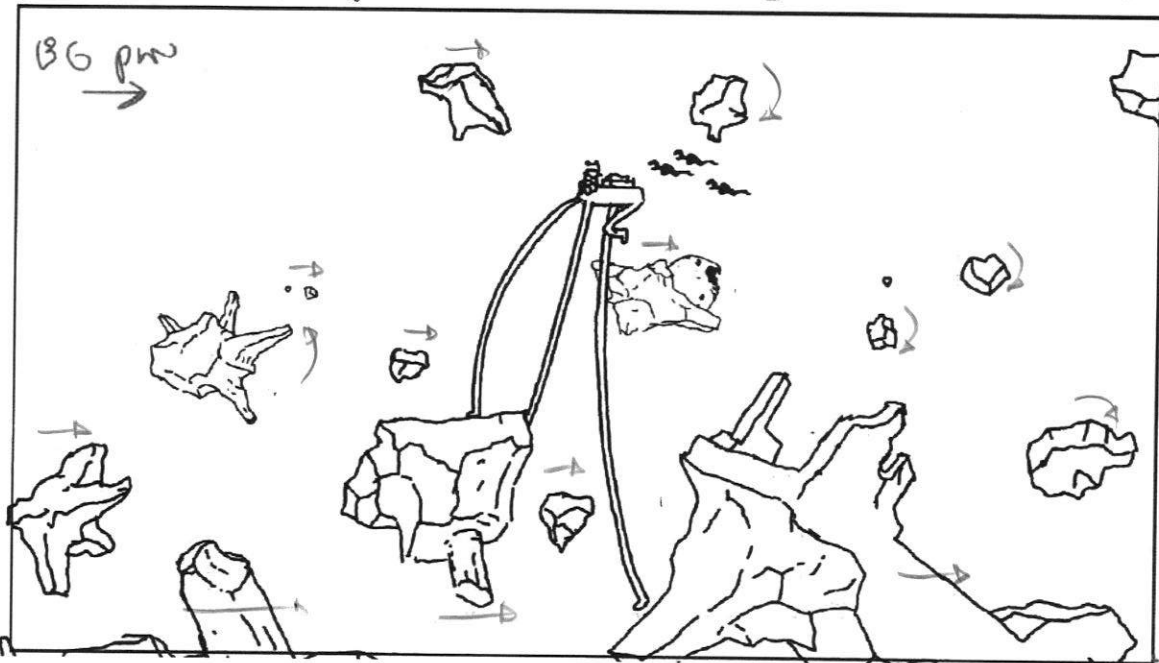
1025/166

# ADVENTURE TIME

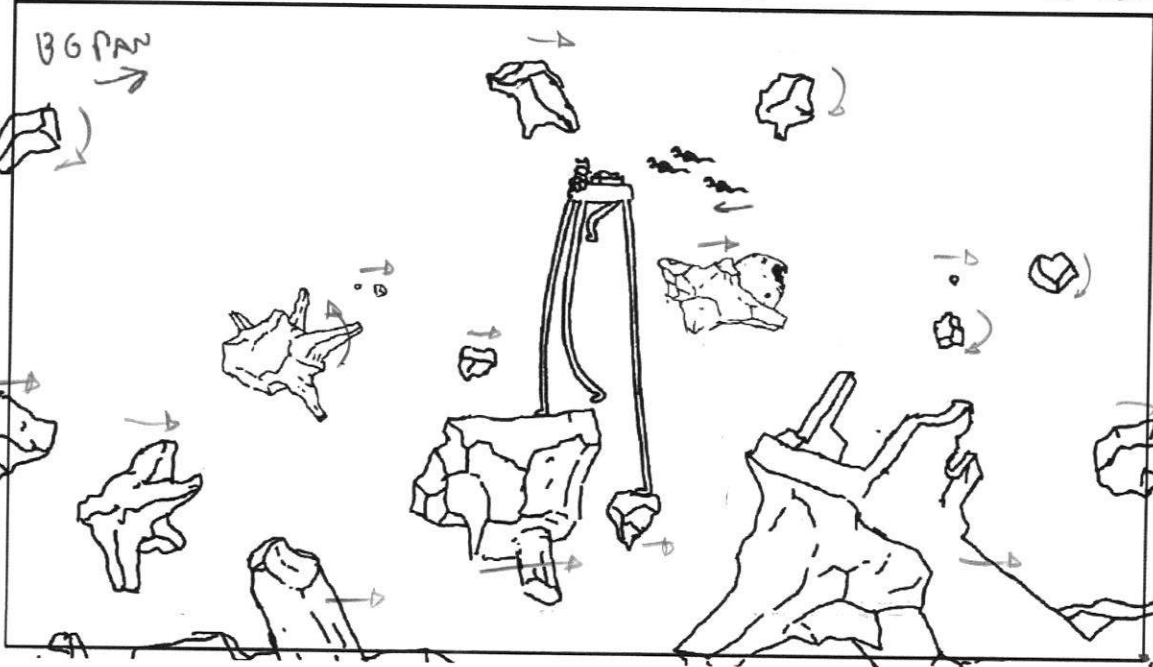


Page 133

Sc. 108 *CONT* Pnl. H Bg. day night



Sc. 108 *CONT* Pnl. I Bg. day night



Dialog:
Action:
Timing:

NOV 04 2013

1025/166

EPISODE # 1025-166

Production :

1025/166



# ADVENTURE TIME



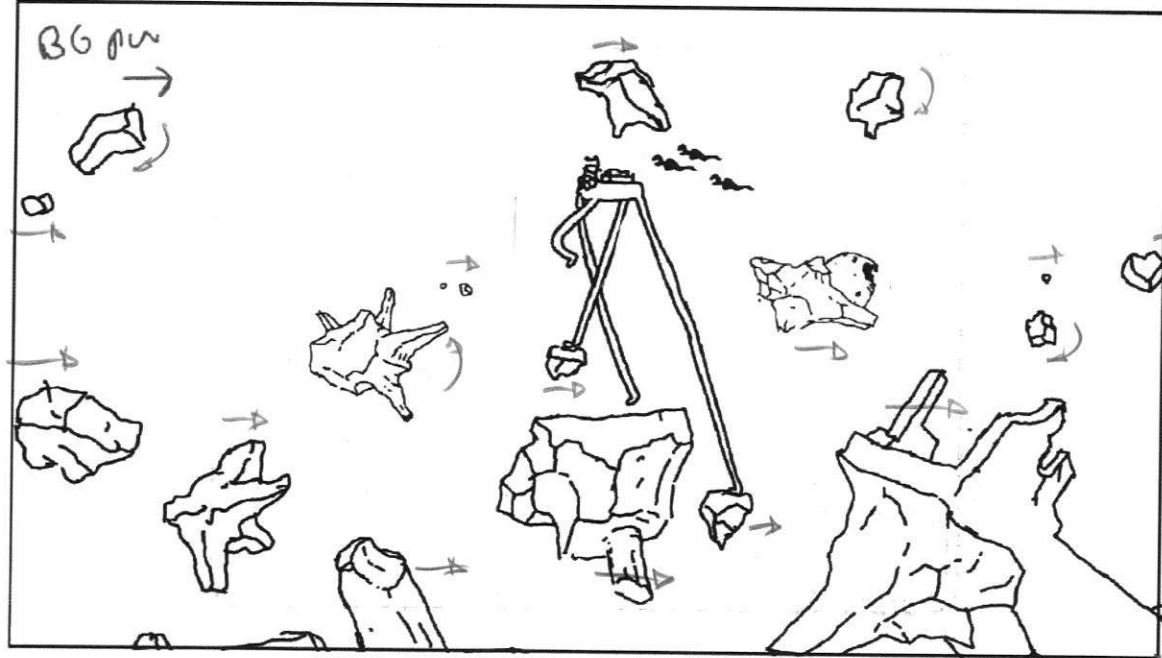
NO SC 109

Page 134

Sc. 108 *cant* Pnl. J

Bg.

day night

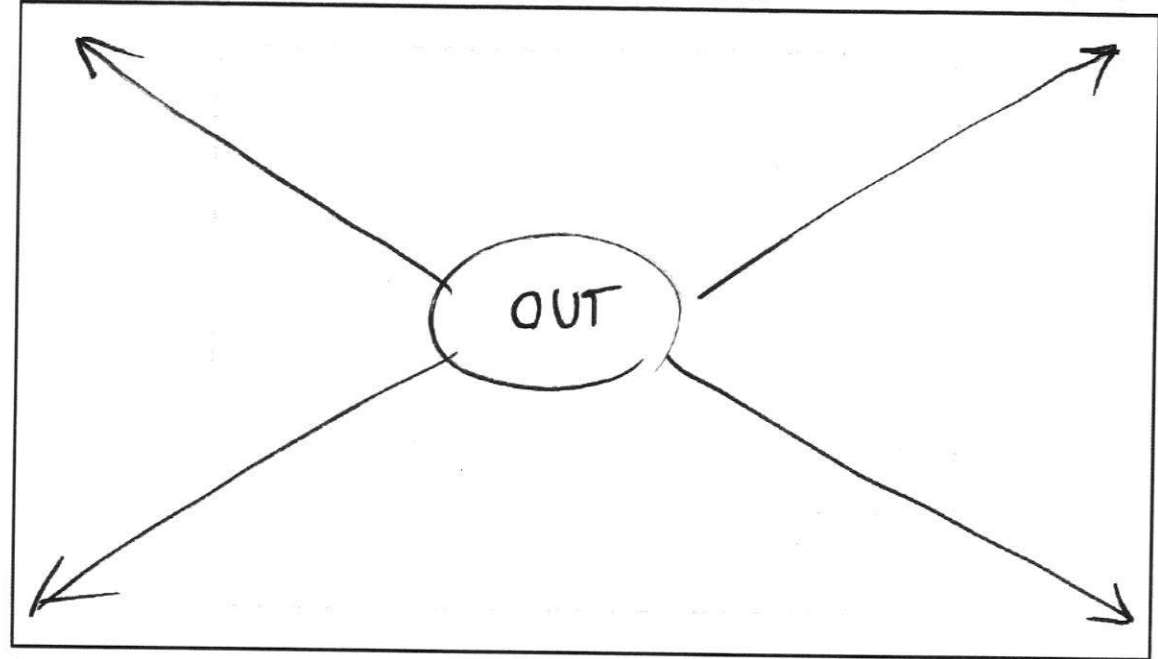


Sc. *hu art*

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

1025-166

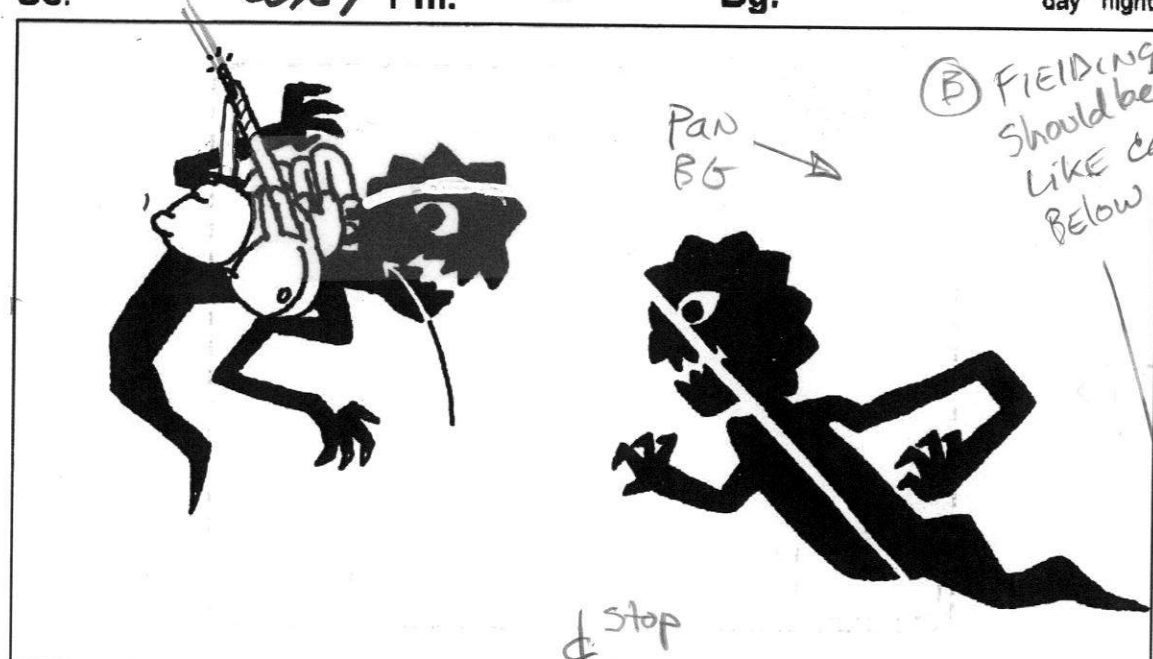
EPISODE #

1025/166

Production :

1025/166

Sc. **110 CONT** Pnl. **B** Bg. day night



⑤ FIELDING  
Should be more  
like cam. layout  
Below

1025-166

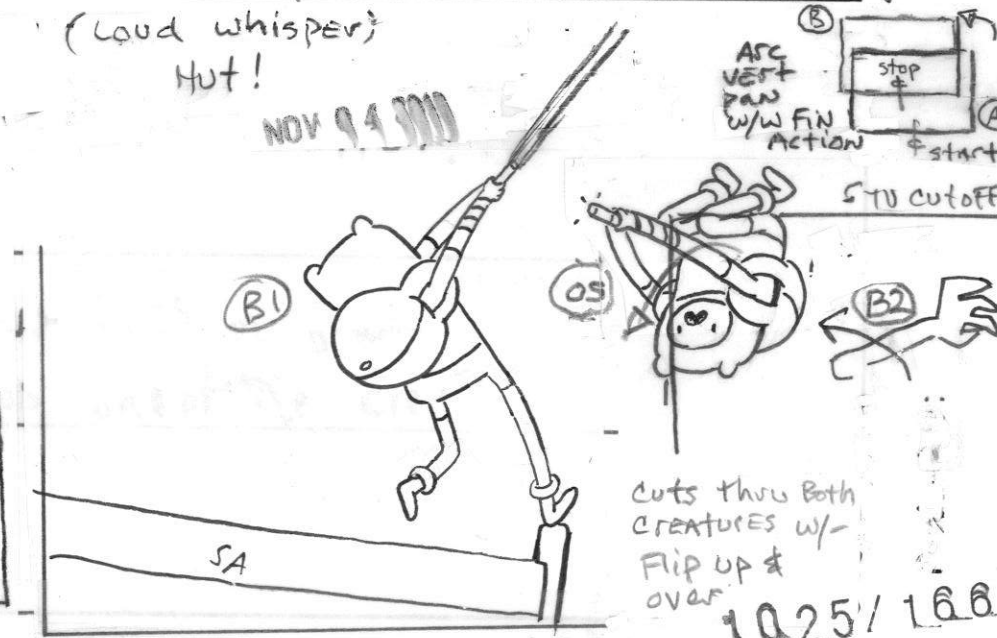
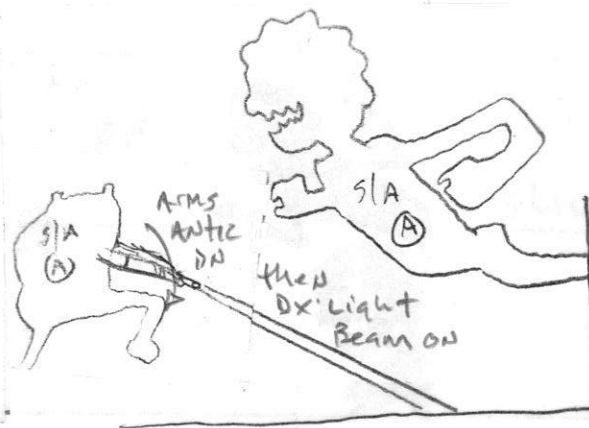
# 300313

6 Cam layout



(SFX) (loud whisper)  
Mut!

NOV 9 4 1961



Cuts thru Both  
CREATURES w/-  
Flip up &  
over

1025/166

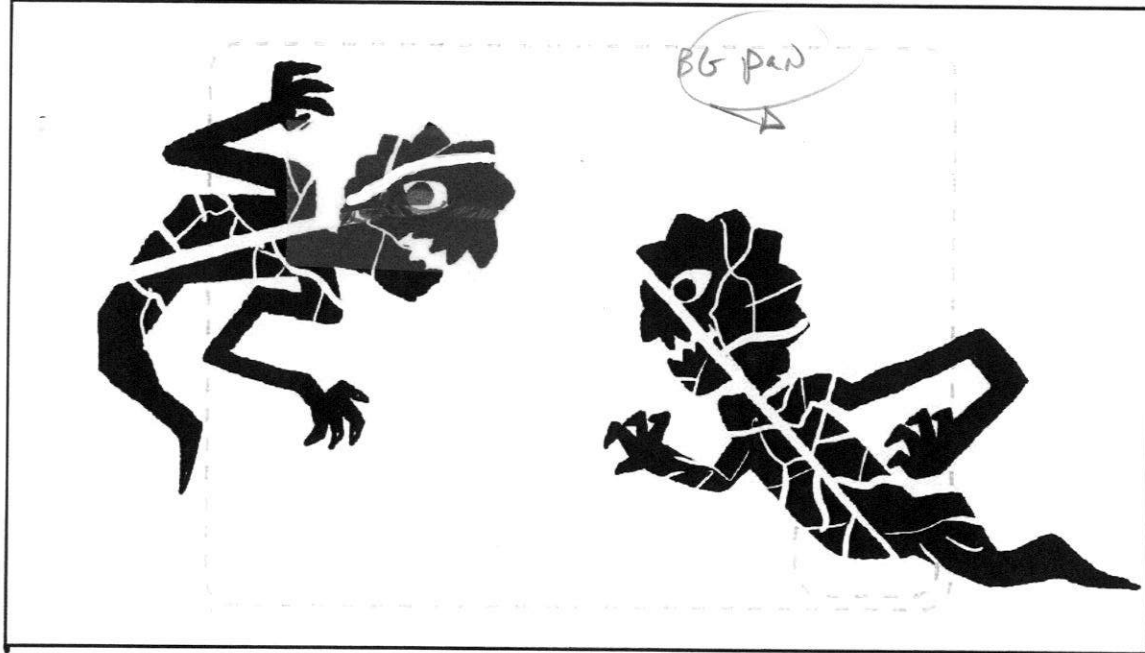
line. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page **136**

Sc. **110 cont** Pnl. **C** Bg. day night



Sc. **110 cont** Pnl. **D** Bg. day night



Dialog:	
Action:	<b>c rectures shutter and fall apart</b>
Timing:	

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EPISODE # **1025-166**

**1025/166**

Production :

**1025/166**

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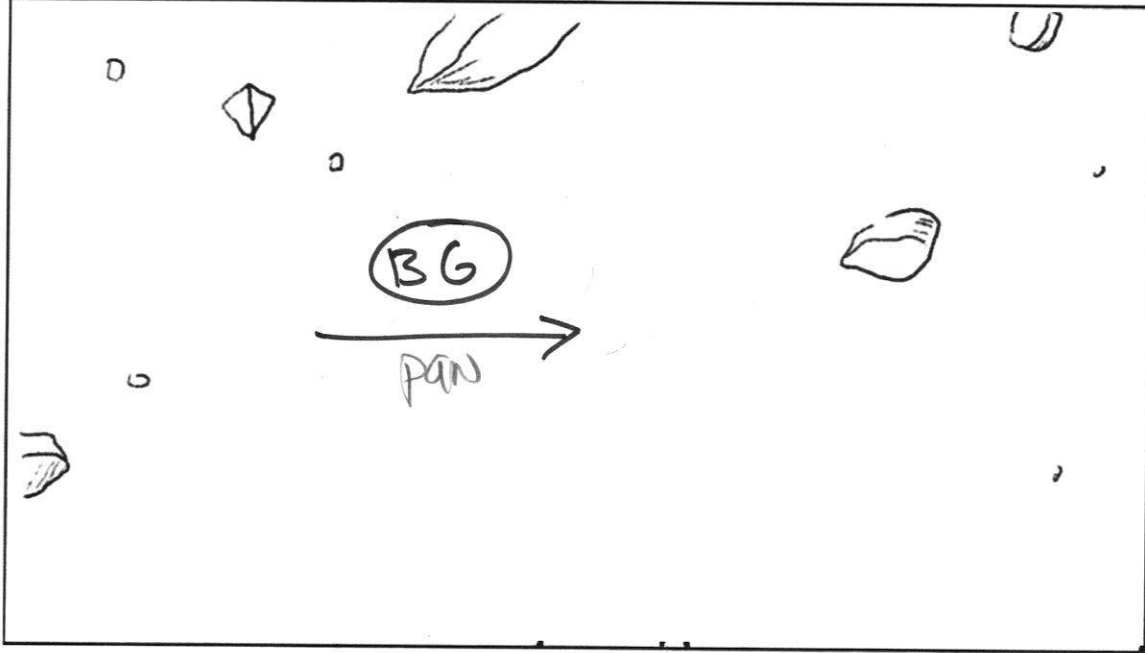
1025/166

Cut

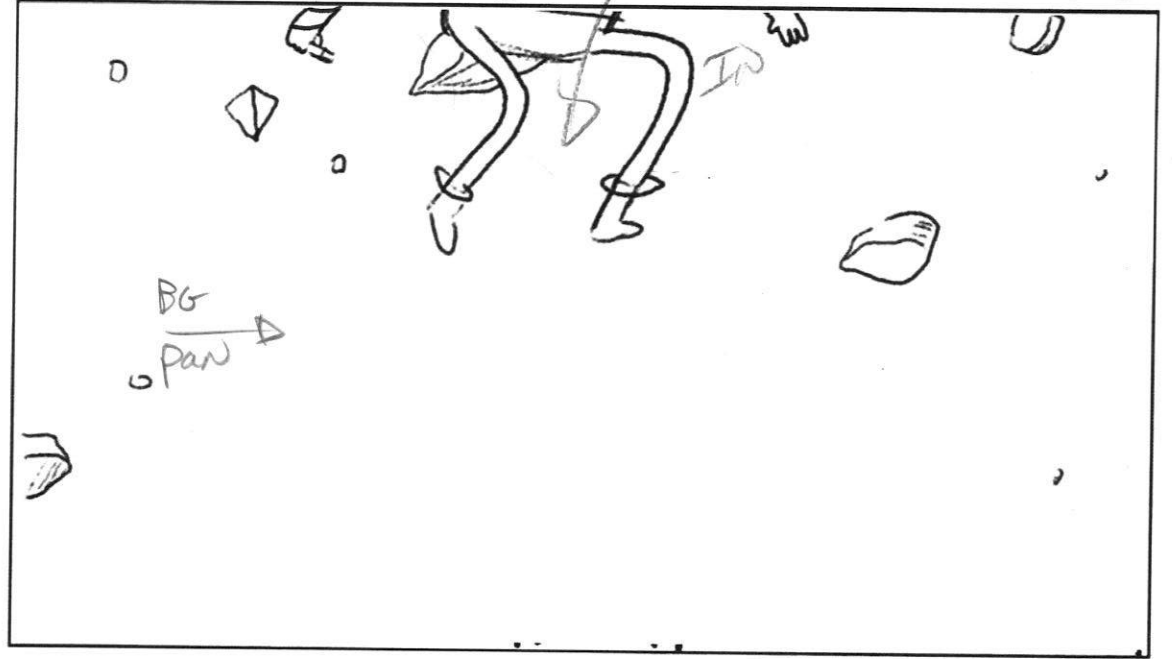
# ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



Sc. 111 cont Pnl. B Bg. day night



Page 137  
137A NEXT

Dialog:

Action:

Timing:

NOV 04 2013

EPISODE # 1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME

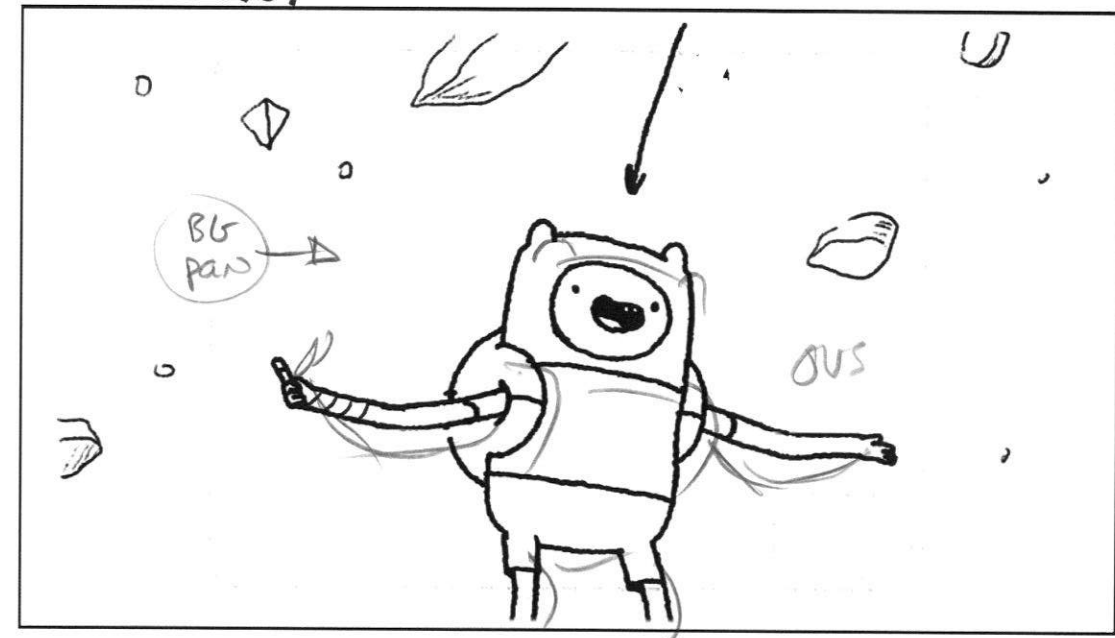


Sc. 111 *CONT*

Pnl. C

Bg.

day night



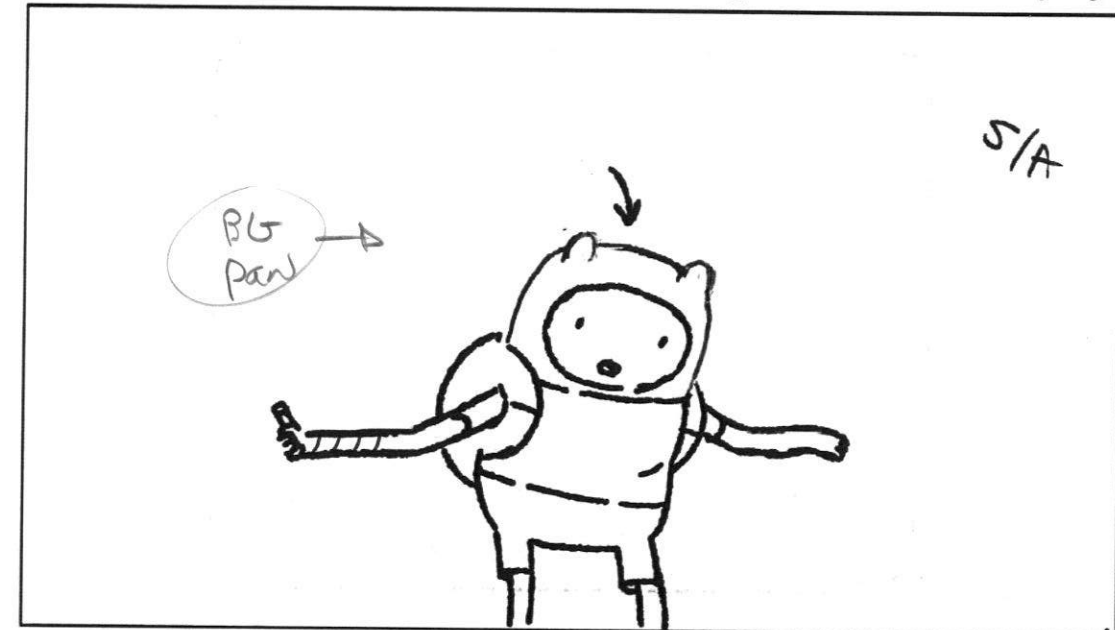
Sc. *111 CONT*

Pnl. D

Bg.

Page 137A

*138 NEXT*  
day night



Dialog:

OP/ [GROAN.]

Action:

FINN LANDS

- Finn LOOKS DOWN.

Timing:

NOV 04 2013

Production :

EPISODE # 1025-166

1025/166

1025/166

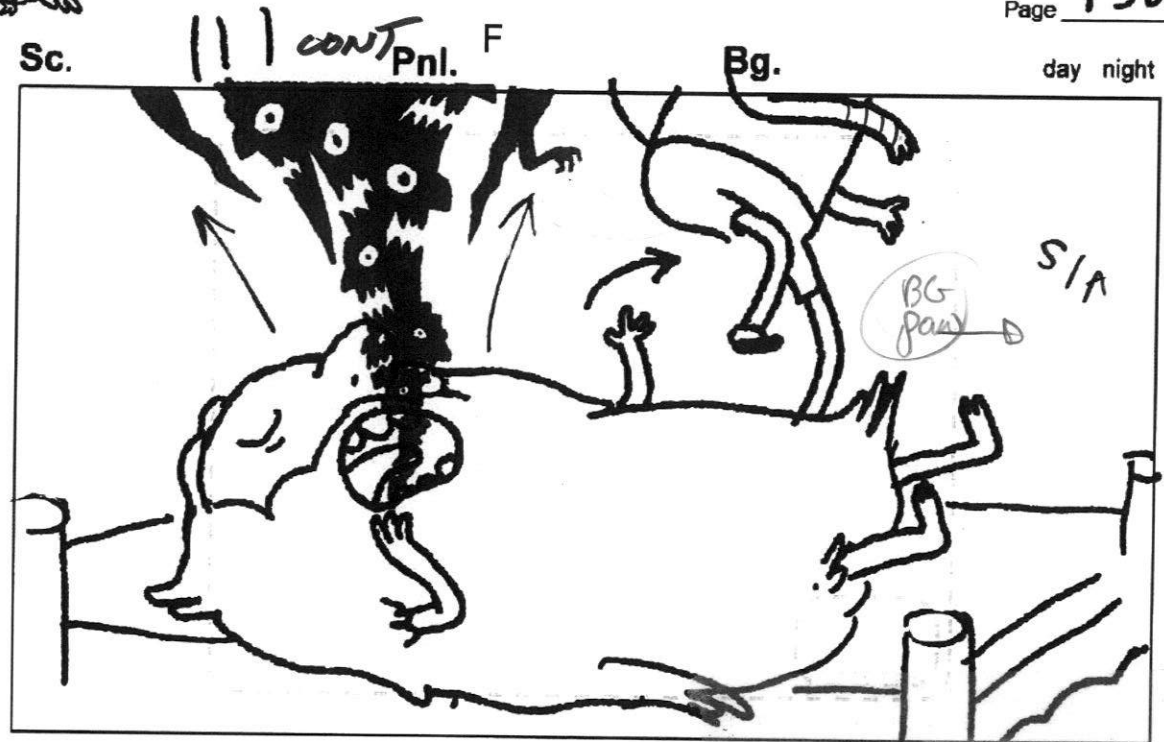
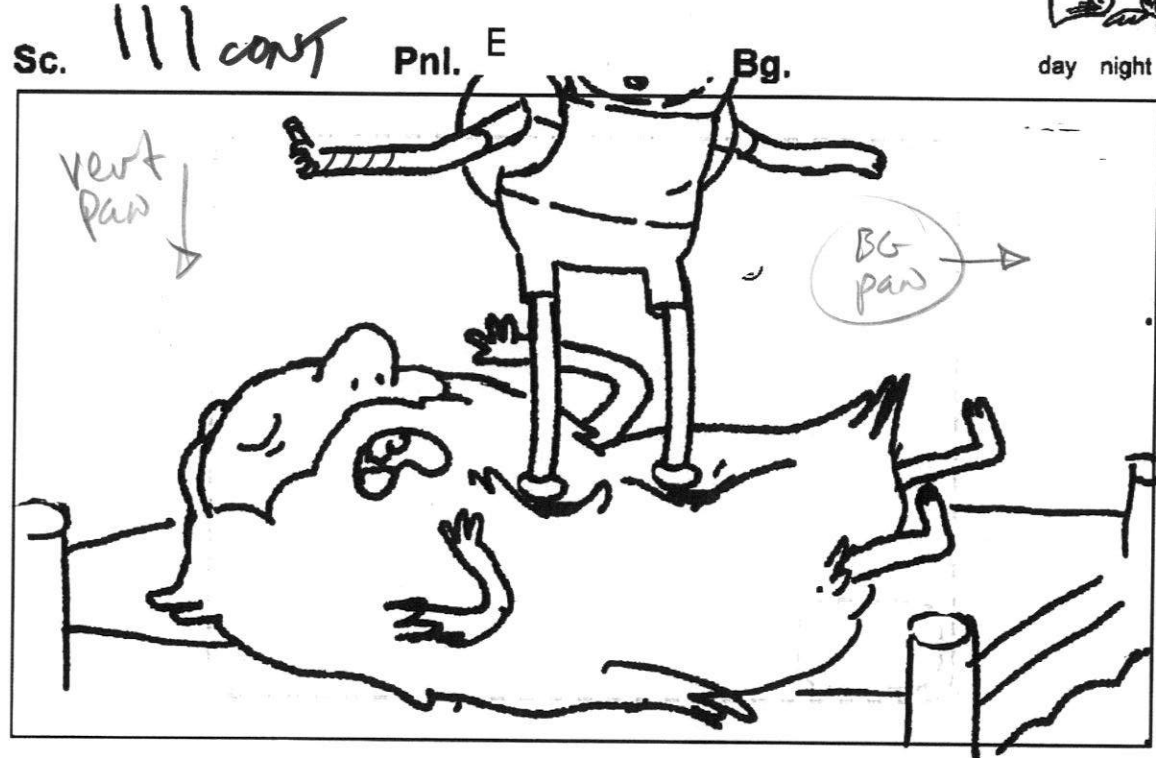
1025/166

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# ADVENTURE TIME

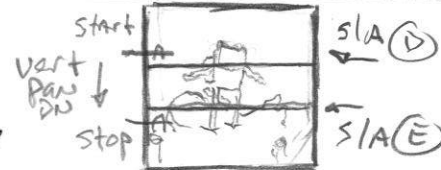


Page 138



Dialog:

F/ooop...  
OP: UHHH!

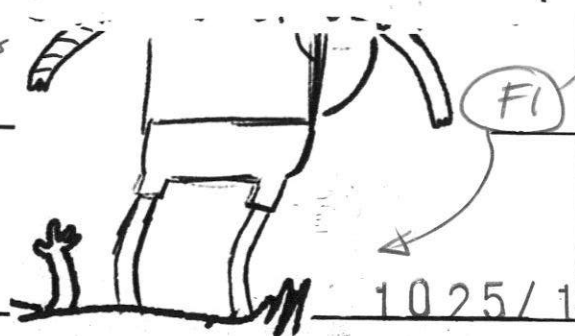


Action: - camera adj. down  
revealing that Finn's  
landed on Old Prismo's  
stomach

Timing:

- HUNDREDS of CREATURES  
COME OUT OF OLD PRISMO'S  
MOUTH

NCV 0 4 2013



Production :

1025/166

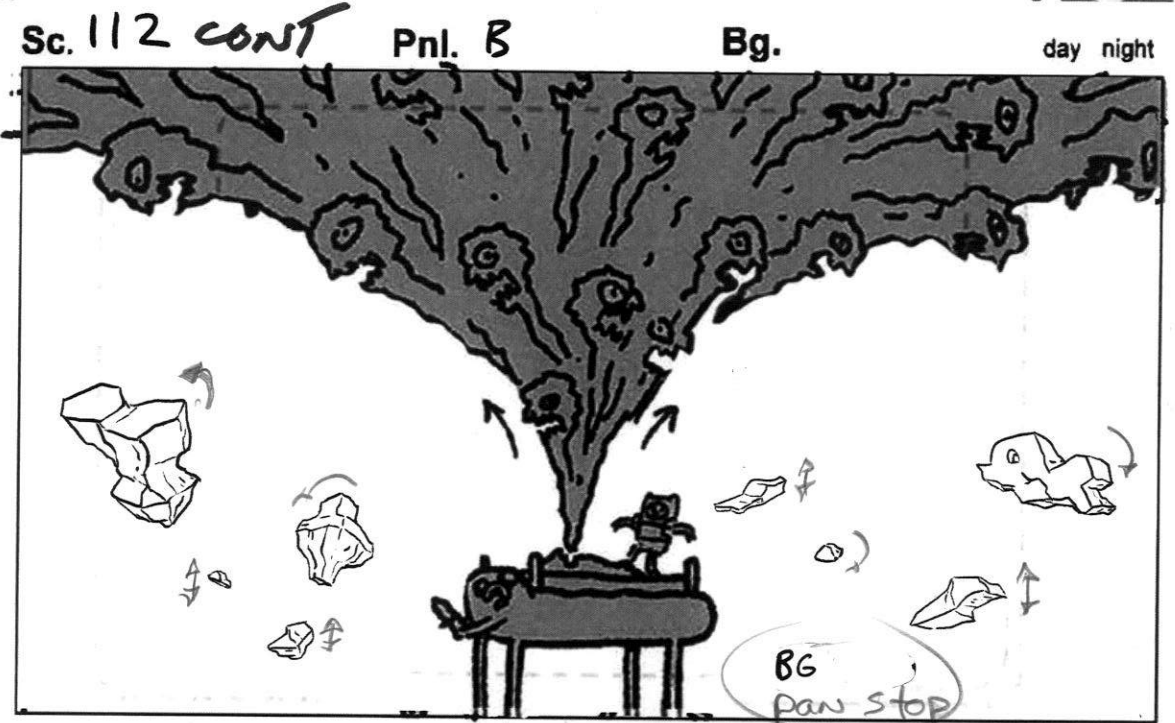
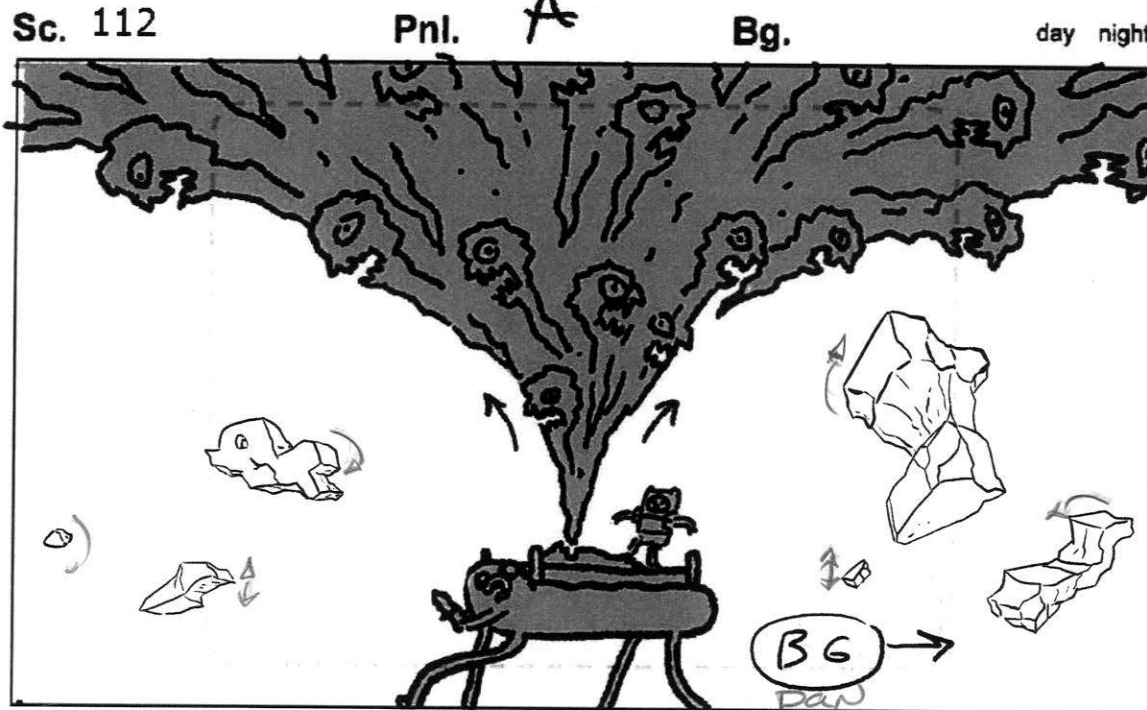
EPISODE # 1025-166

1025/166

Ho Cut



# ADVENTURE TIME



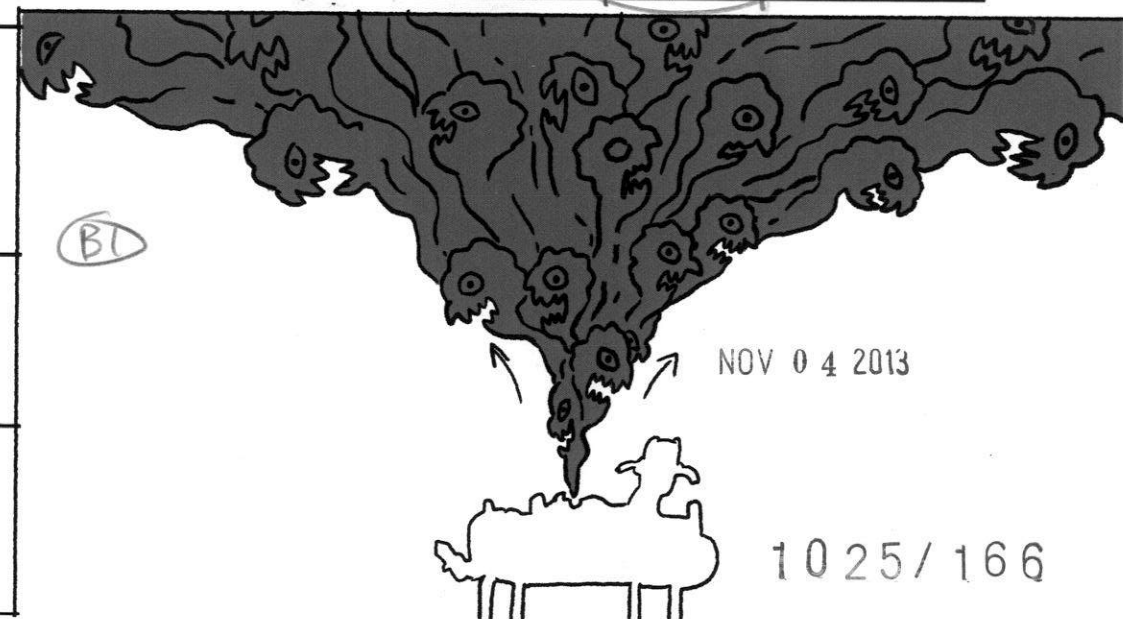
Dialog:

Action:

- S. Creatures Spew out of sleeping Prismo

Timing:

- CYCLE ①, ②, ①, ② etc.



# ADVENTURE TIME



Cut

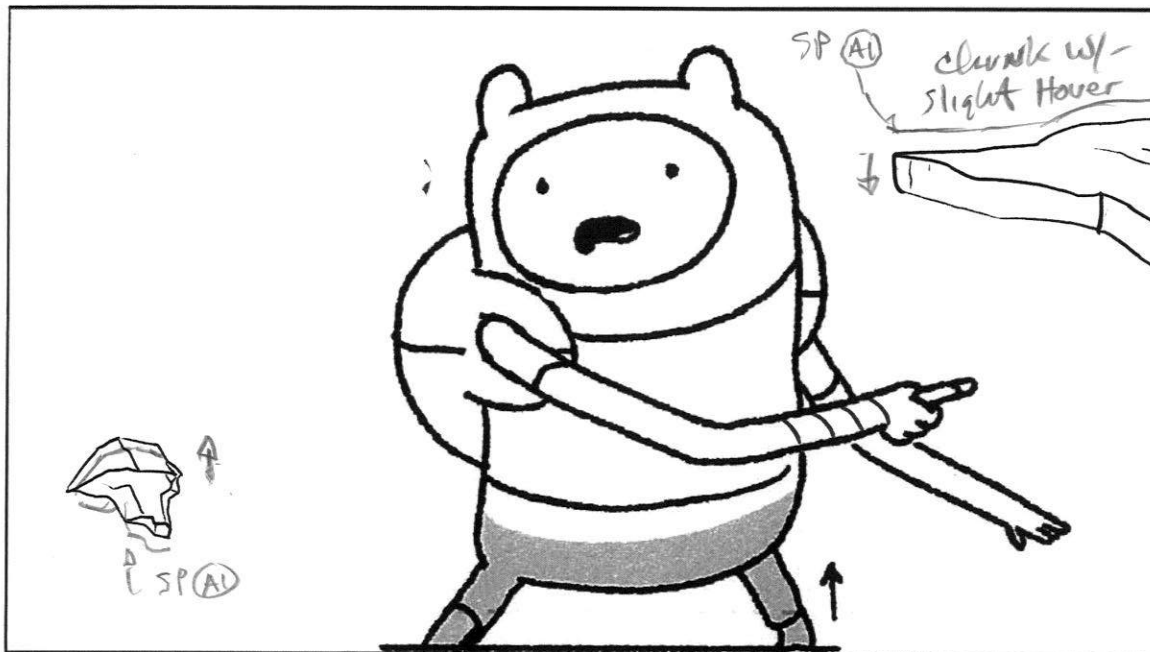
Page 140

Sc. 113

Pnl. A

Bg.

day night

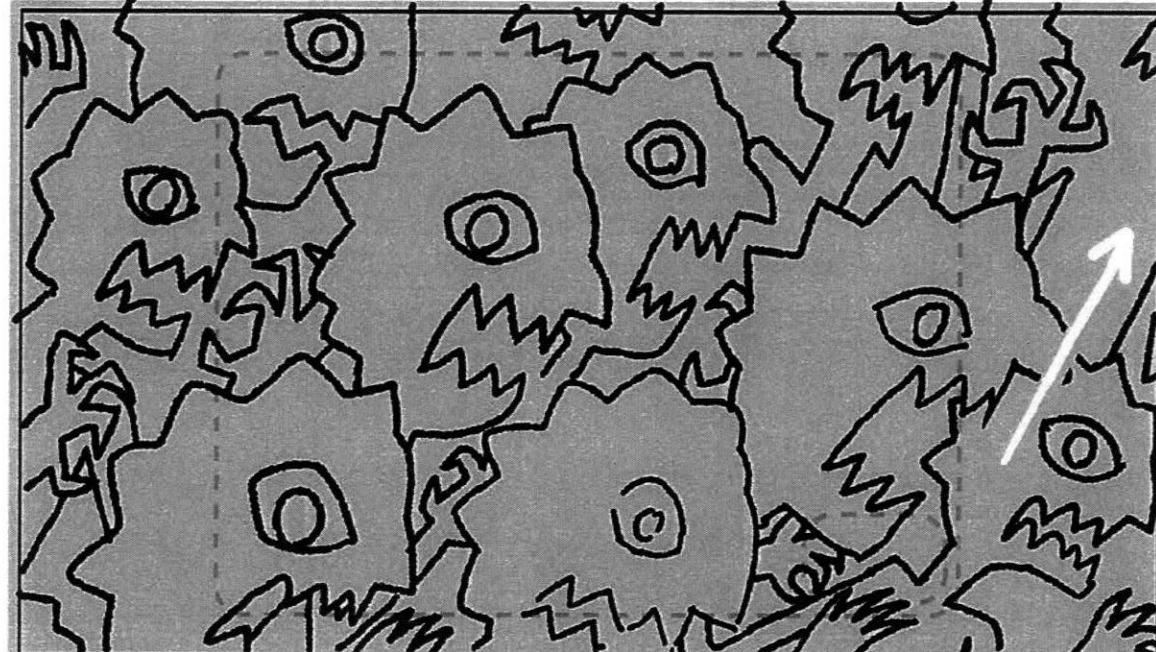


Sc. 114

Pnl. A

Bg.

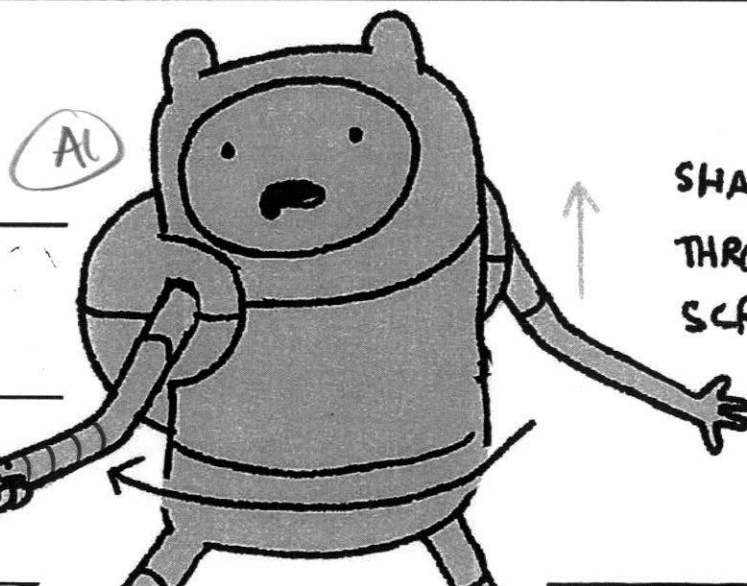
day night



Dialog:

DX  
Action: SHADOW GREEPS  
UP and LOVES FINN.

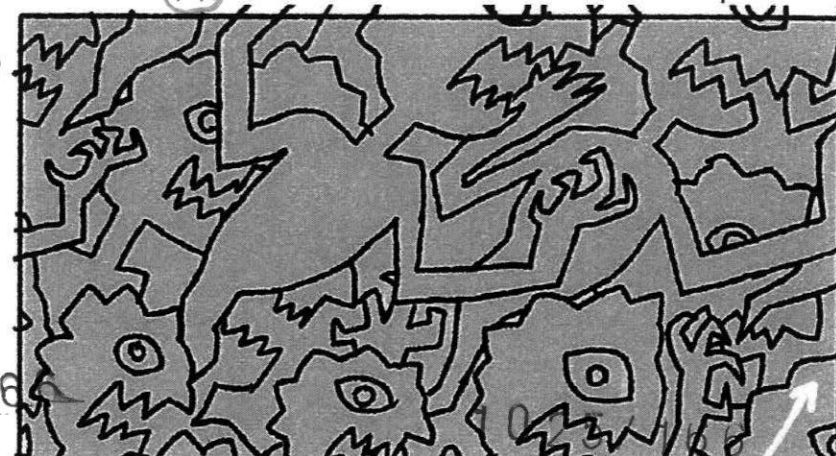
Timing:  
FINN swipes arm  
with Flash light:



SHADOWS KEEP PASSING  
THROUGH FILLING  
SCREEN.

(AI)

NOV 04 2013



1025/166

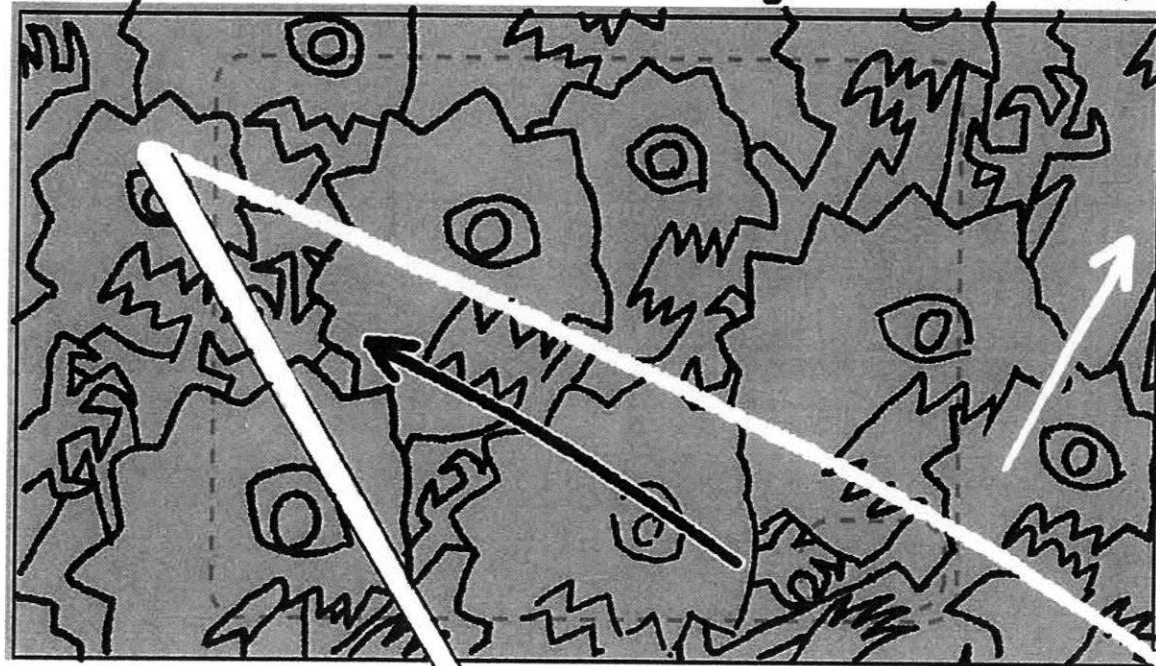
EPISODE # 1025-166  
1025/166

1025/166

# ADVENTURE TIME



Sc. 114 *CONT* Pnl. *B* Bg. day night



Sc. 114 *CONT* Pnl. *C* Bg. day night



Page 141  
*141A NEXT*  
day night

1025-166

EPISODE #

1025/166

Dialog:

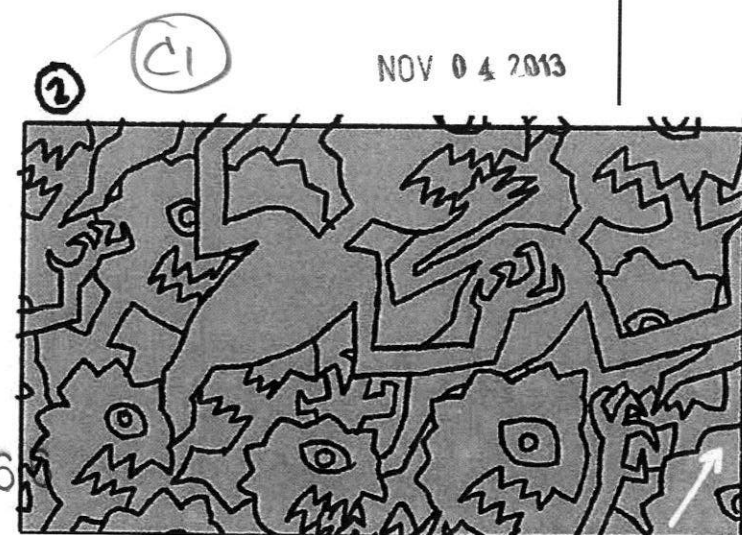
Action: *FINN'S LIGHT FLASHES ACROSS SHADOW CREATURES.*

① *SHADOW CREATURES START TO DISSOLVE.*

Timing:

② *MORE SHADOW CREATURES IMMEDIATELY COVER SCREEN UP.* 1025/166

NOV 04 2013





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1025/166

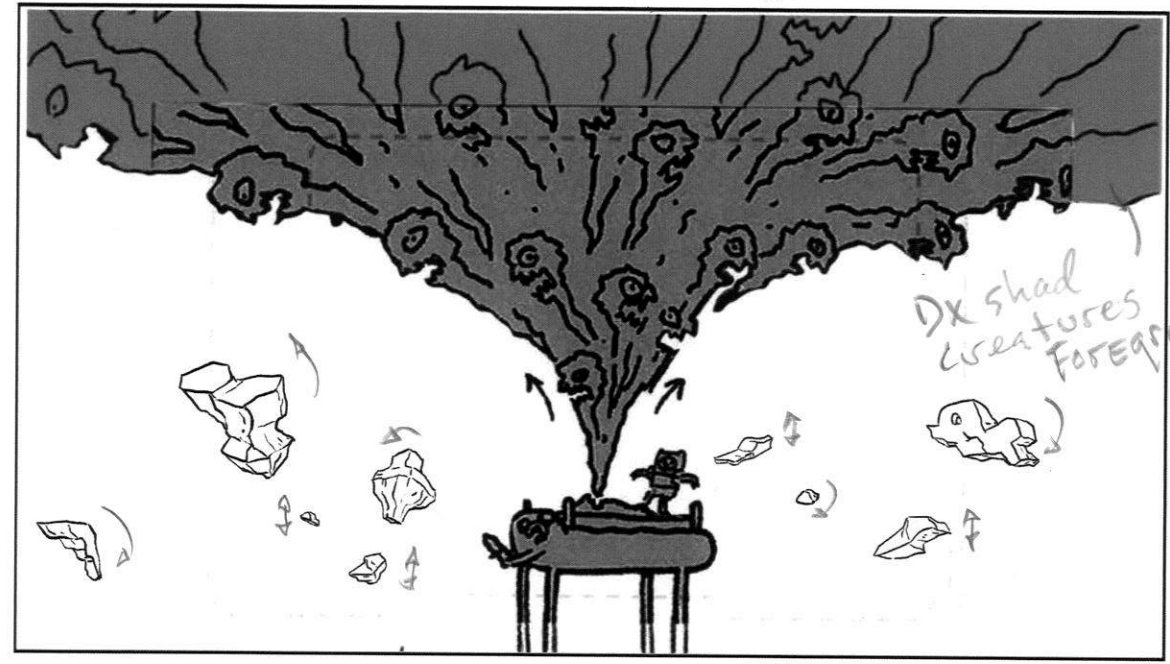
HW  
cut

# ADVENTURE TIME

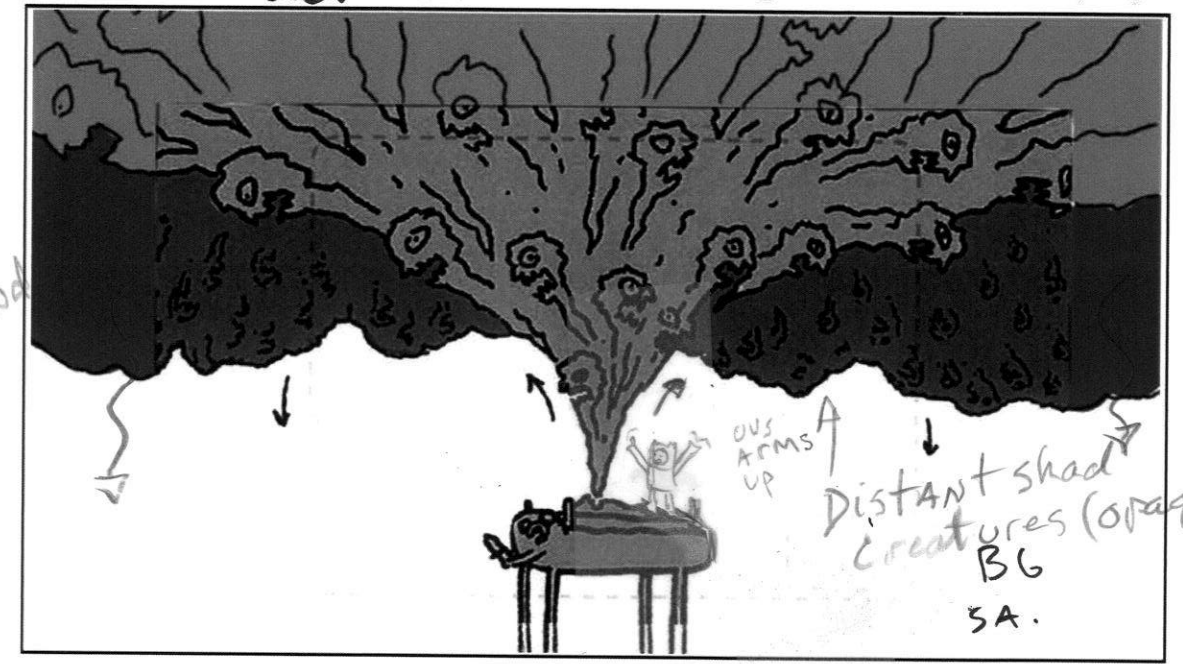


HW  
cut

Sc. 114A Pnl. A Bg. day night



Sc. 114A CONT Pnl. B Bg. day night



Dialog:	F/ THERE'S TOOMANY of THEM!	opaque shad creatures lower w/ subtle snake like wiggle ~ ~
Action:	-S.Creatures start covering skyline	
Timing:	NOV 04 2013 1025/166	

EPISODE # 1025-166  
1025/166

Production :

1025/166

HV  
Cut

# ADVENTURE TIME



HV  
Cut

Sc. 115

Pnl. A

Bg.

day night



Sc. 116

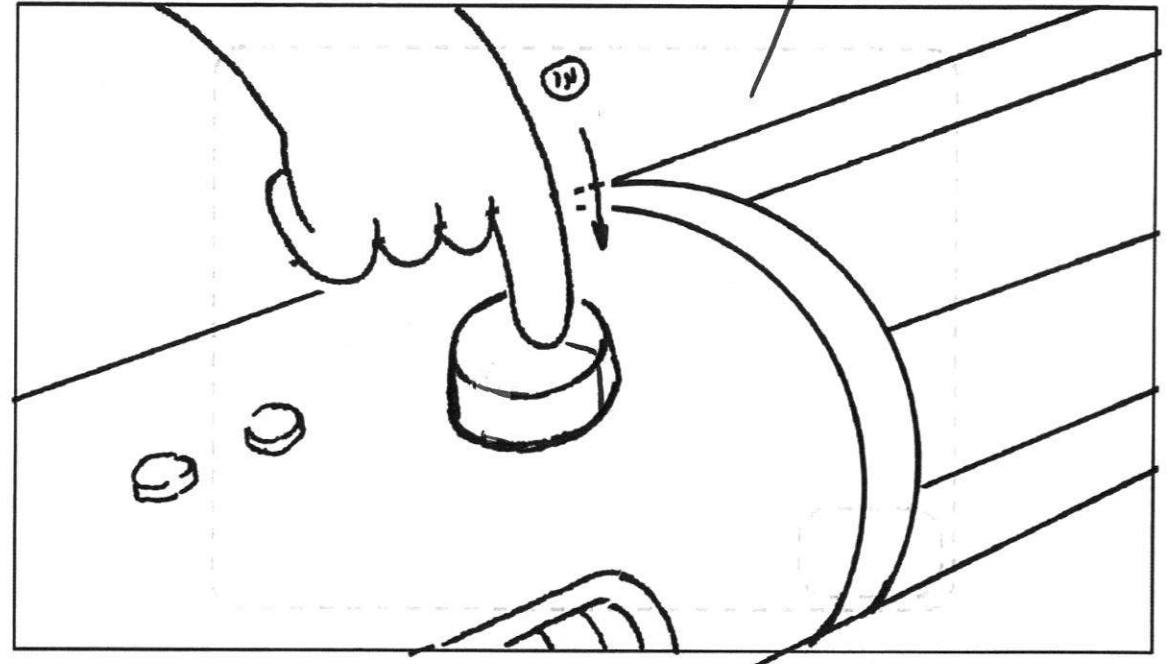
Pnl. A

Bg.

Page 142

day night

JAKE  
BODY



Dialog:

J: LET'S SEE HERE

(A1)

Action:

(A2)



UP  
IN

J/ yeeep.

TAPS SETTINGS BUTTON TWICE.

NOV 04 2013

(A1)

1025/166

1025-166

EPISODE #

1025/166

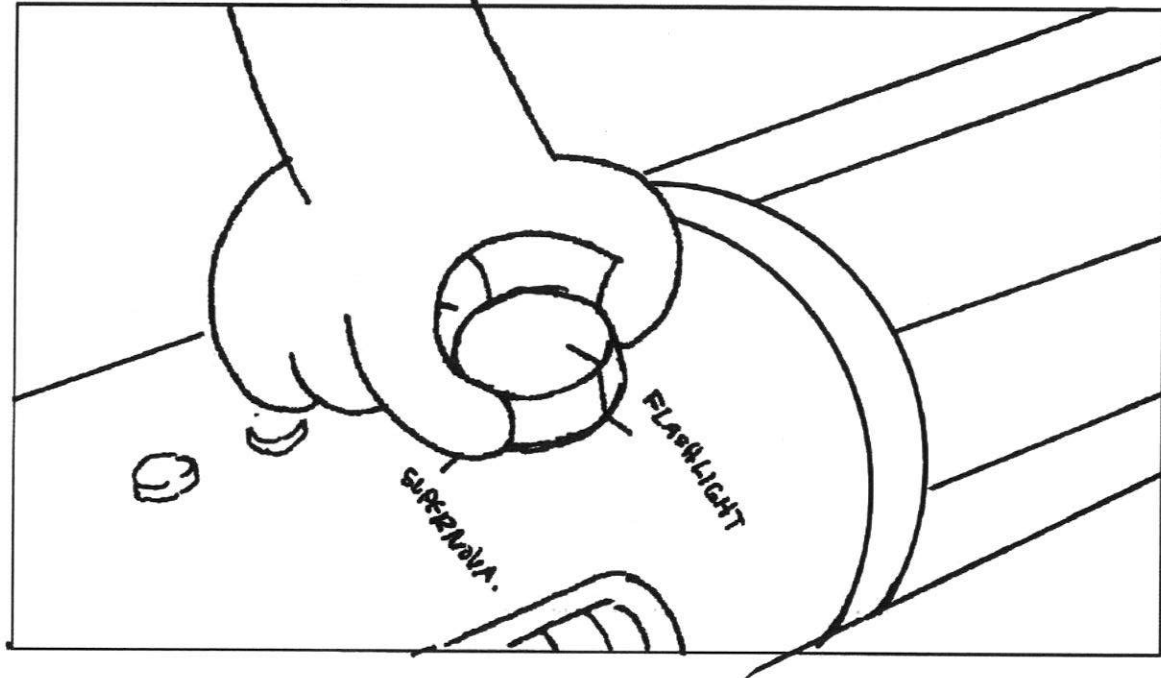
Production :

# ADVENTURE TIME

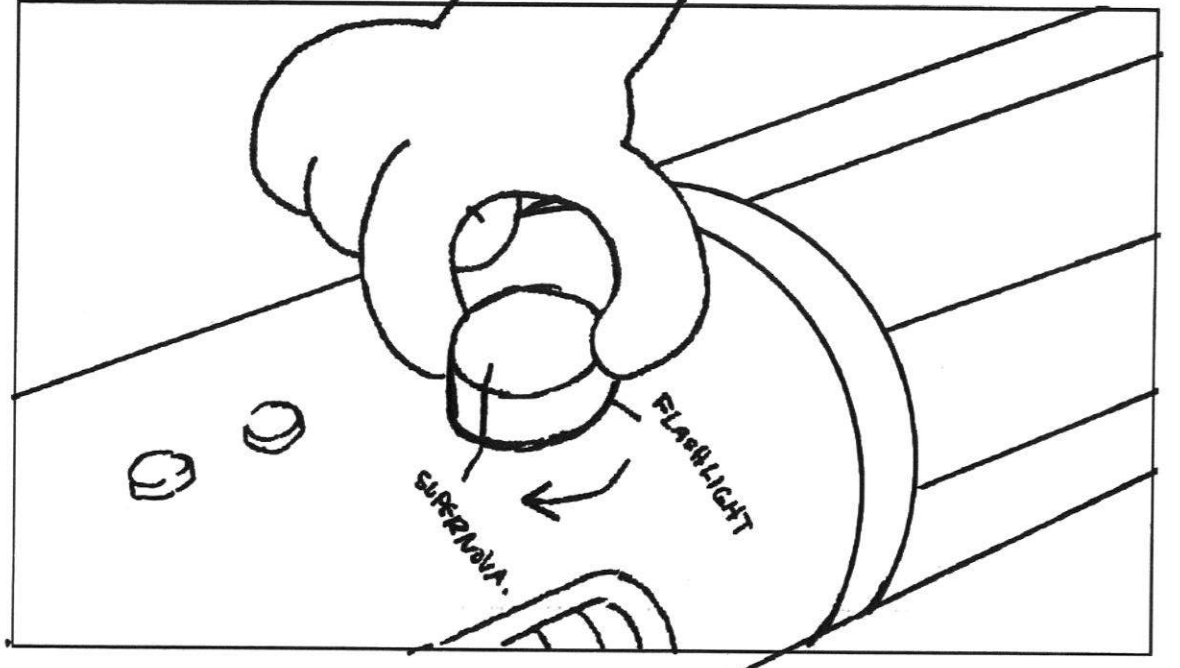


Page 143

Sc. 116 CONT Pnl. B Bg. day night



Sc. 116 CONT Pnl. C Bg. day night



Dialog: SFX/CLICK. — v v W E E E

Action: JAKE GRABS KNOB and turns it. (BI) — wind sound starts blowing.

Timing:  NOV 04 2013 1025/166

1025-166

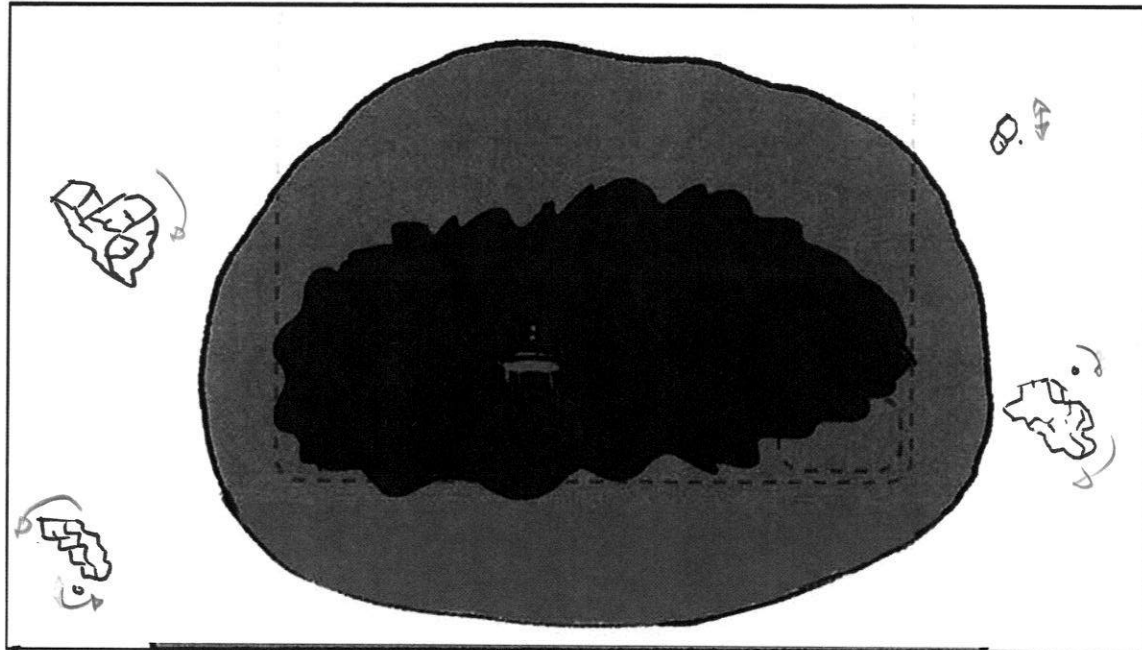
EPISODE #

1025/166

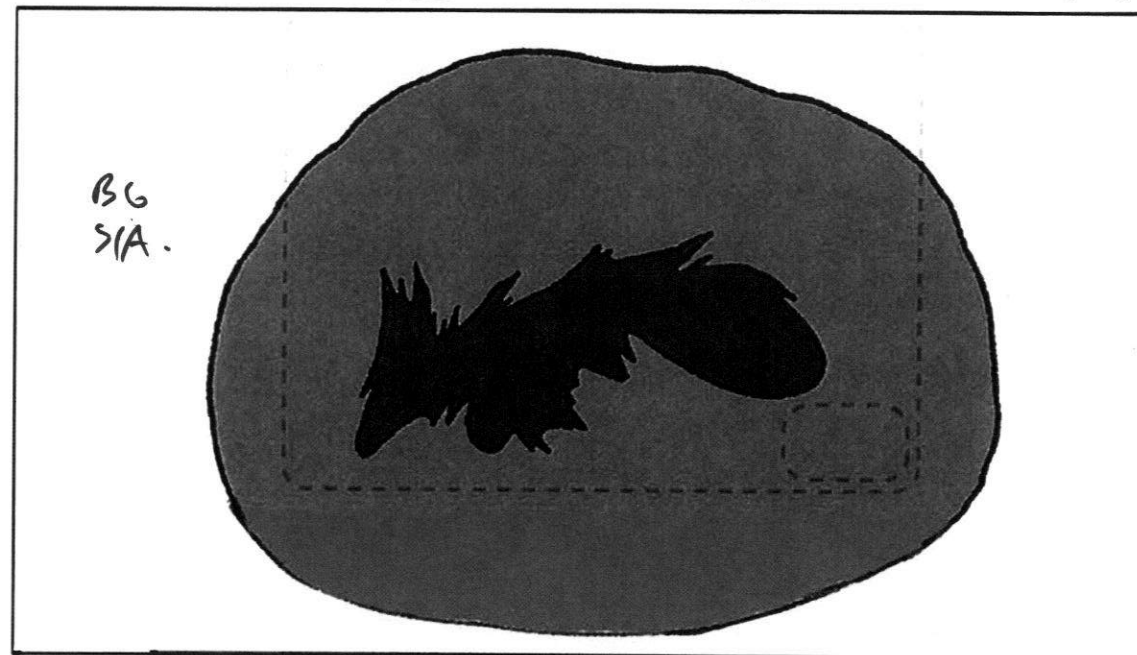
Production :



**day night**



Sc. 117 CONT Pnl. B Bg. Page 111 day night



SAZ/ 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

opaque shad creatures ENCLOSE DX shad creatures. IN solid cloud.

NOV 04 2013

**Timing:**

1025/166

1025-166

**EPISODE #**

7025/166

**Production :**

# ADVENTURE TIME



Sc.

117 CONT Pnl.

C

Bg.

day night

Sc.

117 CONT Pnl.

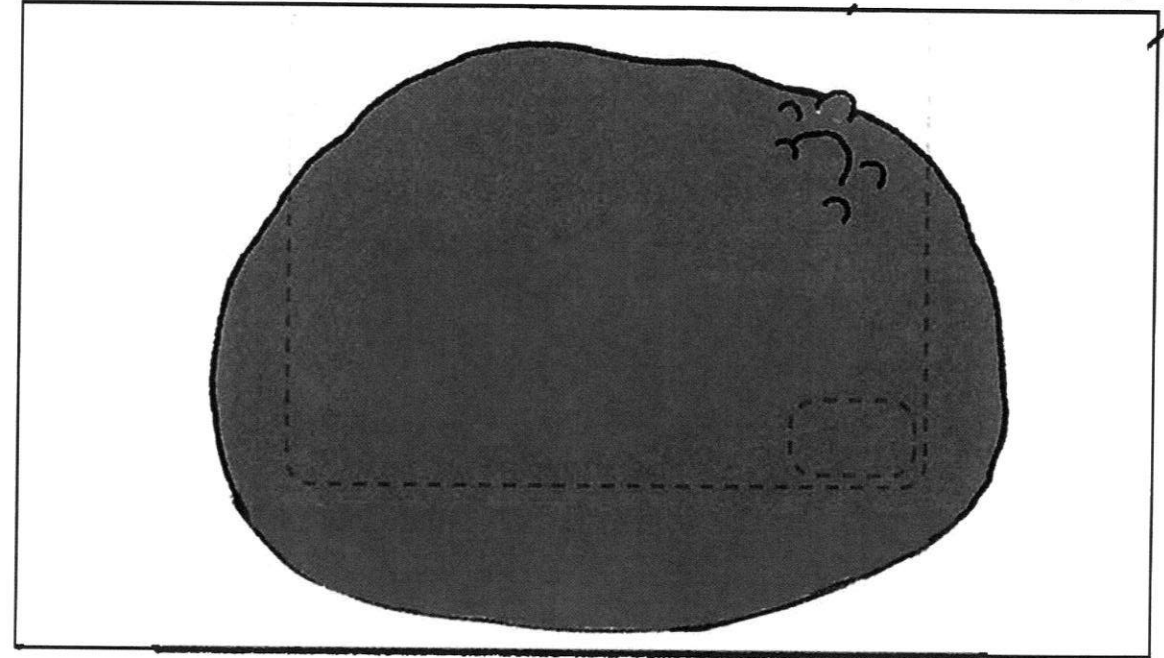
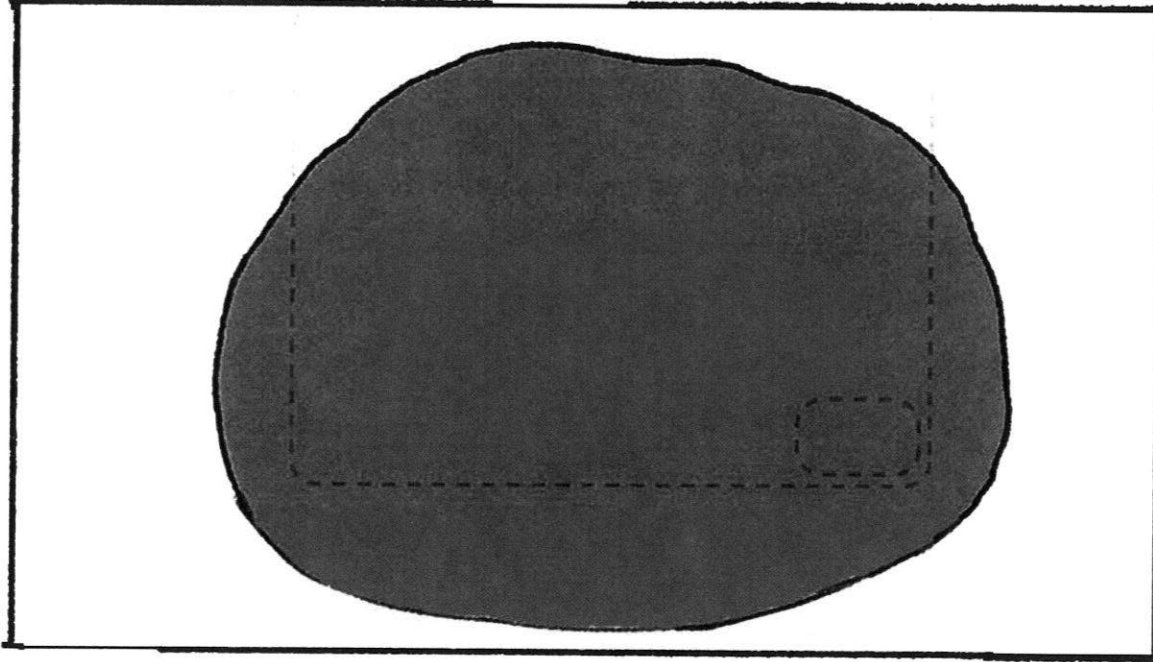
D

Bg.

Page

145

145A NEXT  
day night



Dialog:

(BEAT)

SFX: \*SHYUUU\*

Action:

cloud surface

starts to roll w/  
bubbles

NOV 04 2013

Timing:

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EPISODE #

1025/166

1025/166

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# ADVENTURE TIME



Page 145A

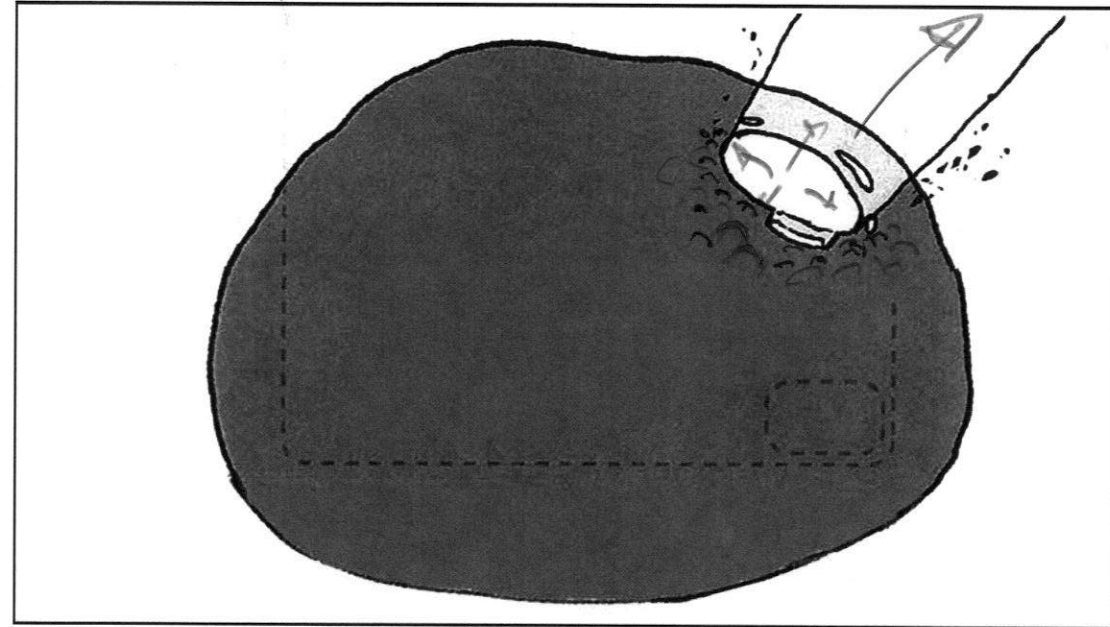
146 NEXT

Sc. 117 *CONT*

Pnl. E

Bg.

day night

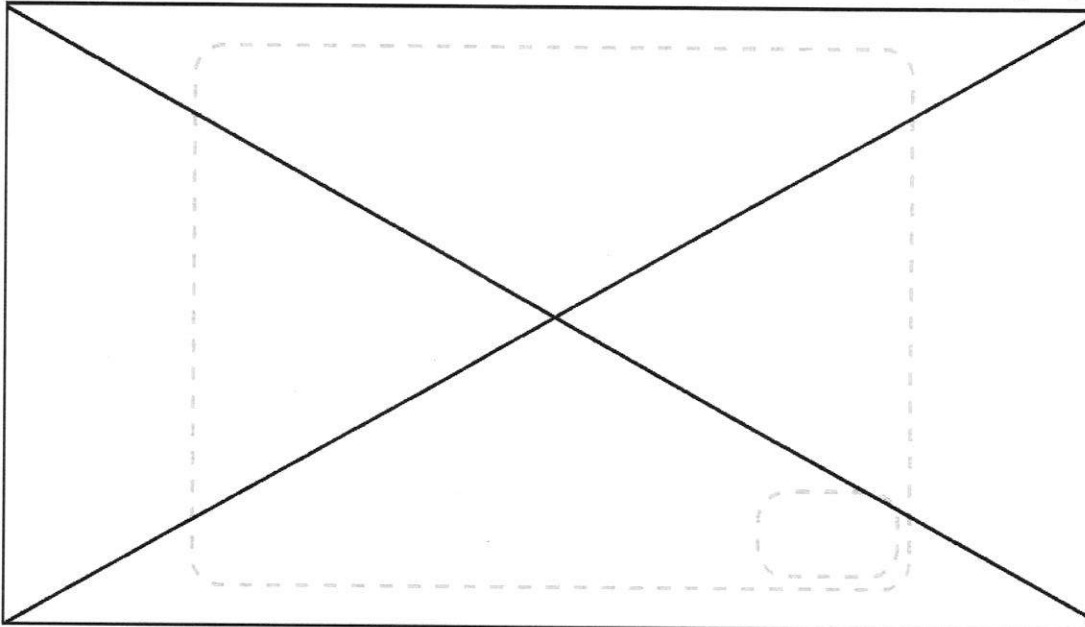


Sc.

Pnl.

Bg.

day night



Dialog:

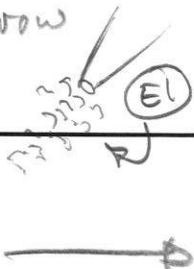
Cloud open melts an opening  
As Light Bursts throw

Action:

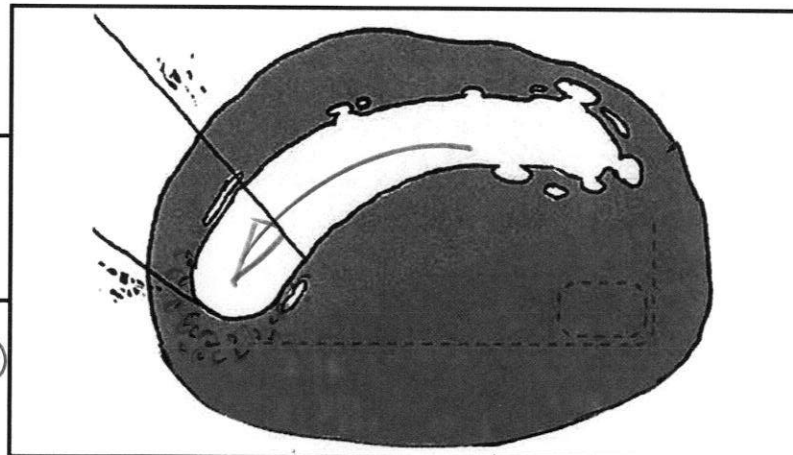
*cuts a small through cloud*

Timing:

*Bubble Action  
Precedes Direction  
Burst of Light  
grow out across  
opaque shaded  
cloud*



(E2)



NOV 04 2013

Production :

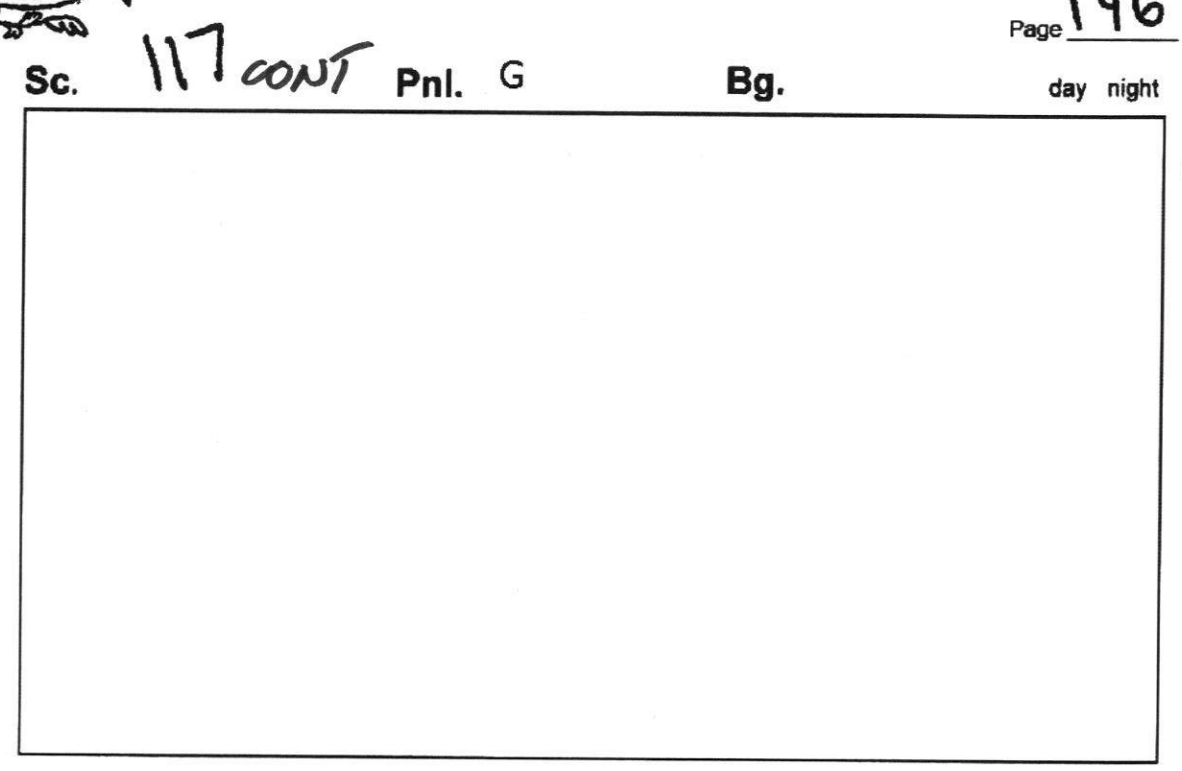
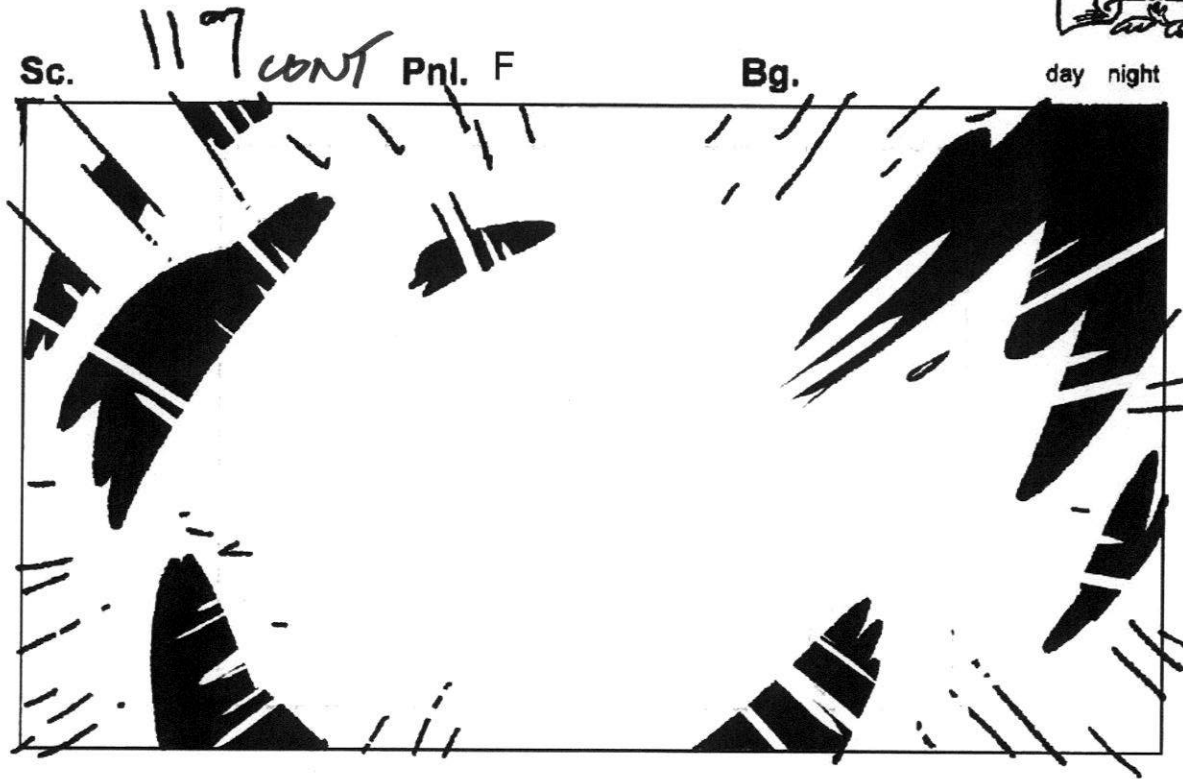
EPISODE # 1025-166

1025/166

1025/166

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# ADVENTURE TIME



Dialog:	<u>SFX / BOOM</u>	<u>FADE to Hot white frame</u>	<u>X-DISS</u>
Action:	<u>explodes</u>	<u>Screen Goes white</u>	<u>NOV 04 2013</u>
Timing:			

cut w/ X-DISS @ post

EPISODE # 1025-166

1025/166



Production :

1025/166

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cut  
w/ X-DISS  
post

# ADVENTURE TIME



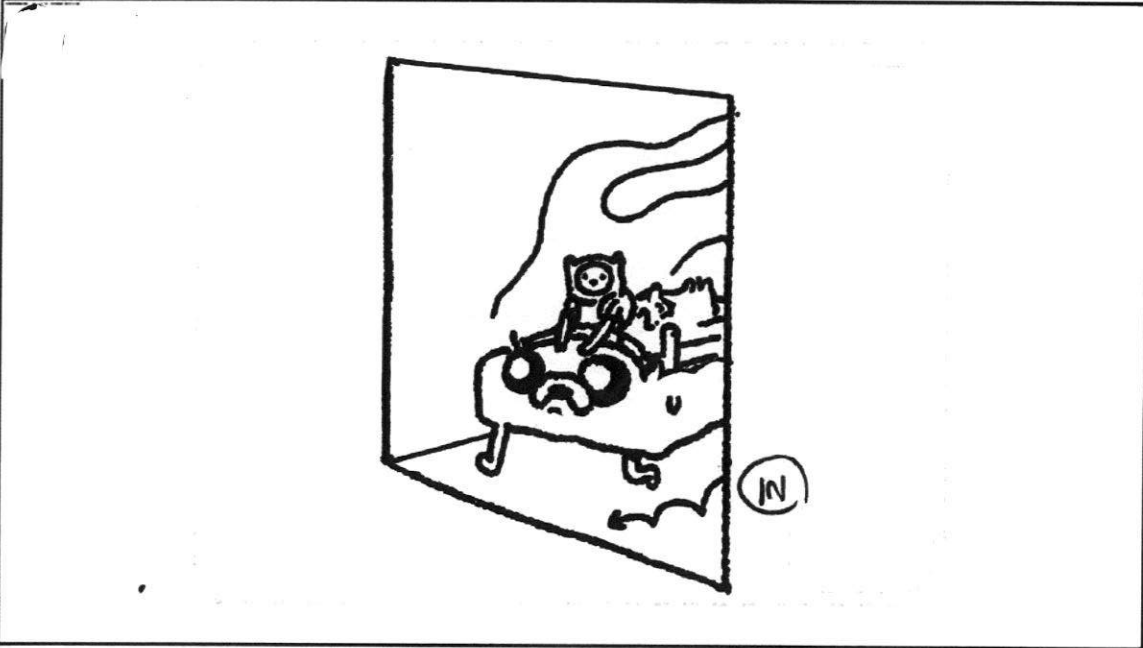
cut

Sc. 118

Pnl. A

Bg.

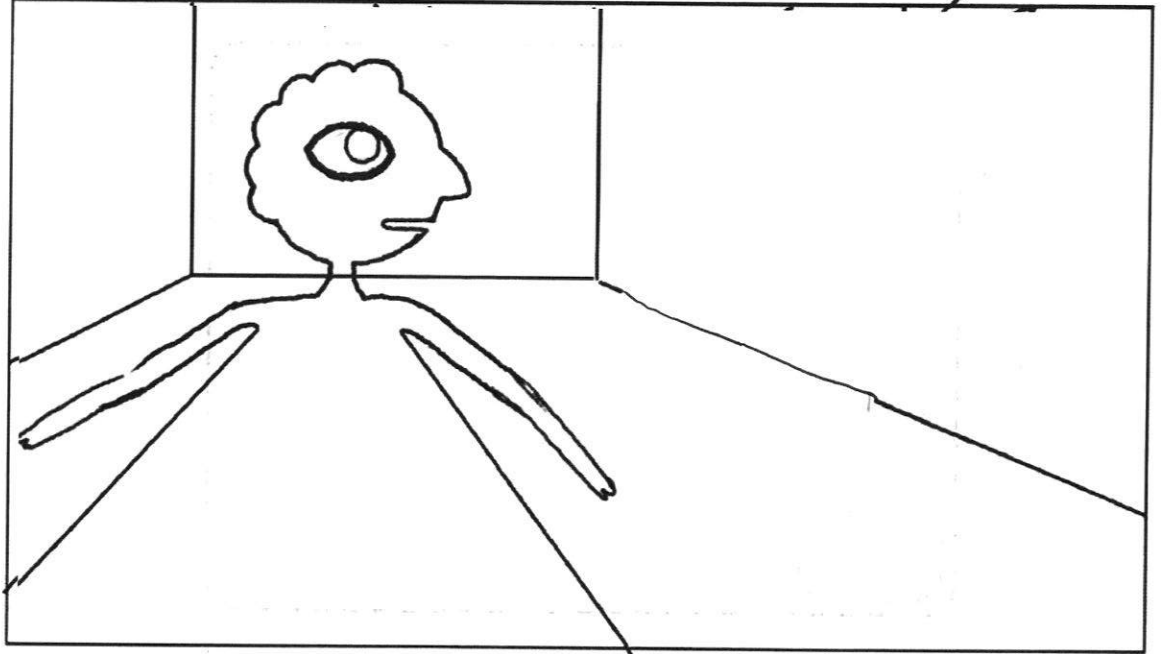
day night



Sc. 119

Pnl. A

Bg.



Page 147  
147A NEXT  
day night

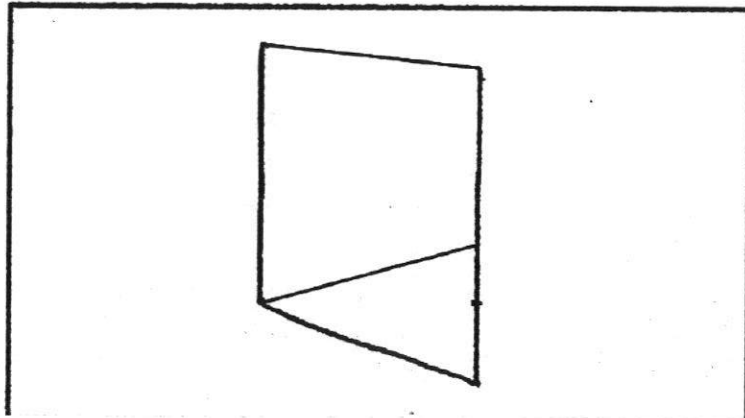
Dialog:

XX X-DISS

Action:

Jake walks in  
streaming

Timing:




NOV 04 2013

1025/166

1025-166

EPISODE #  
1025/166



# ADVENTURE TIME



Page 147A

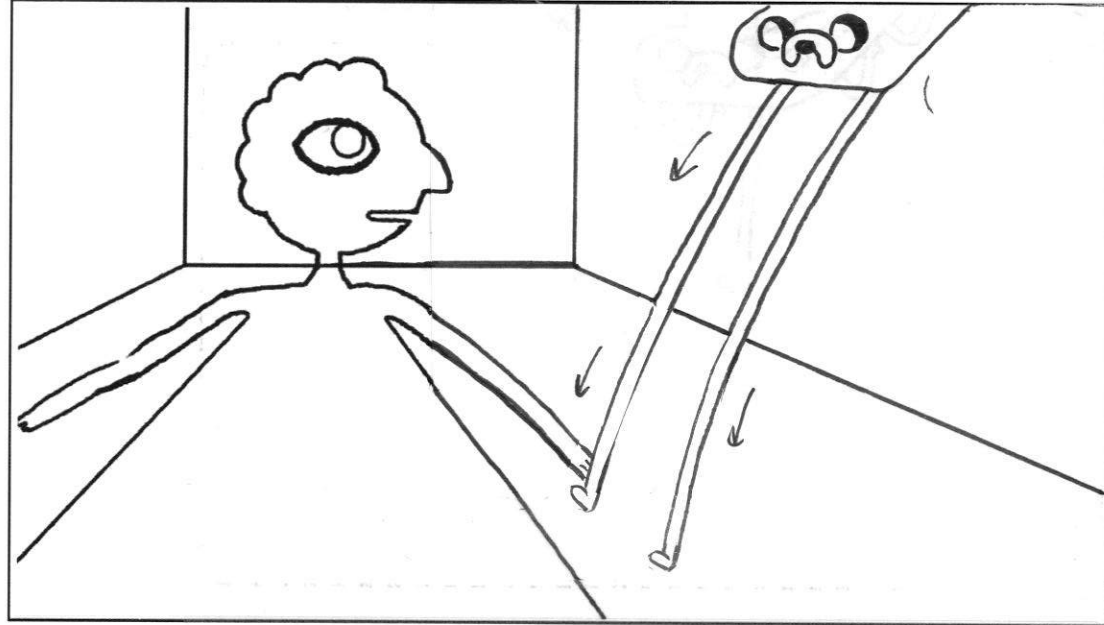
147B NEXT

Sc. 119 *CONT*

Pnl. B

Bg.

day night

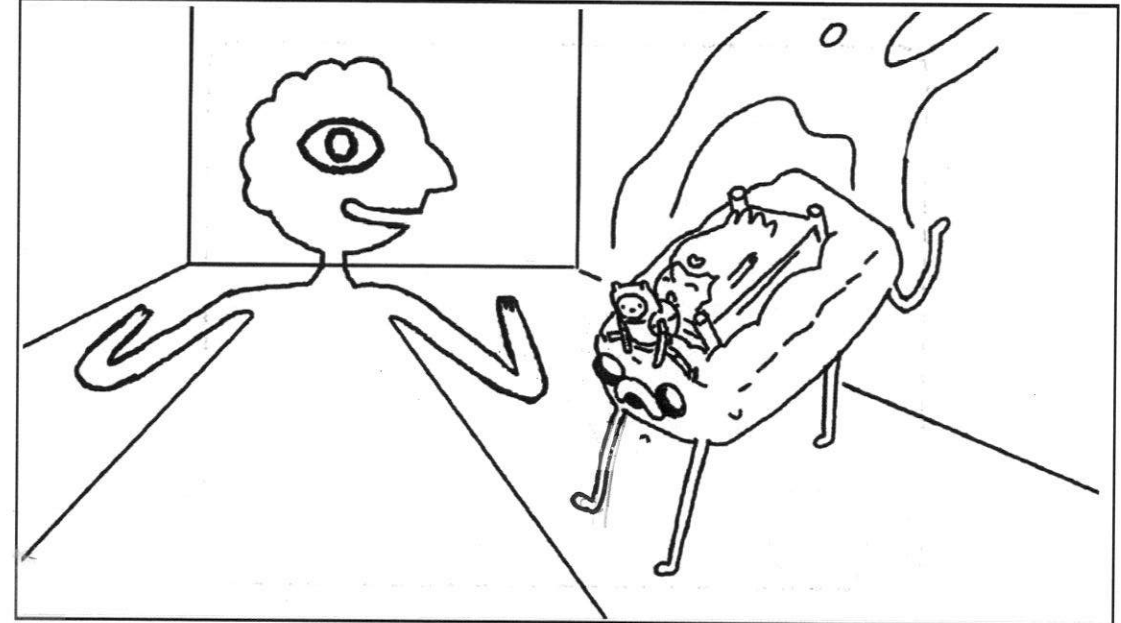


Sc. 119 *CONT*

Pnl. C

Bg.

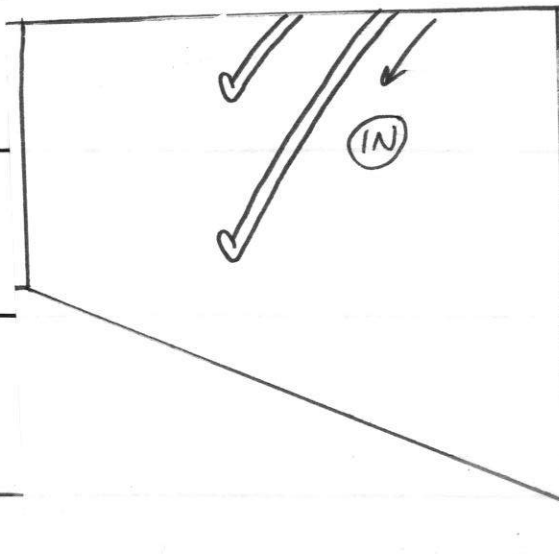
day night



Dialog:

Action:

Timing:



(B1)

NOV 04 2012

EPISODE # 1025-166

Production :

1025/166

1025/166

1025/166



# ADVENTURE TIME



Ho  
Cut

Page 147B  
148 NEXT  
day night

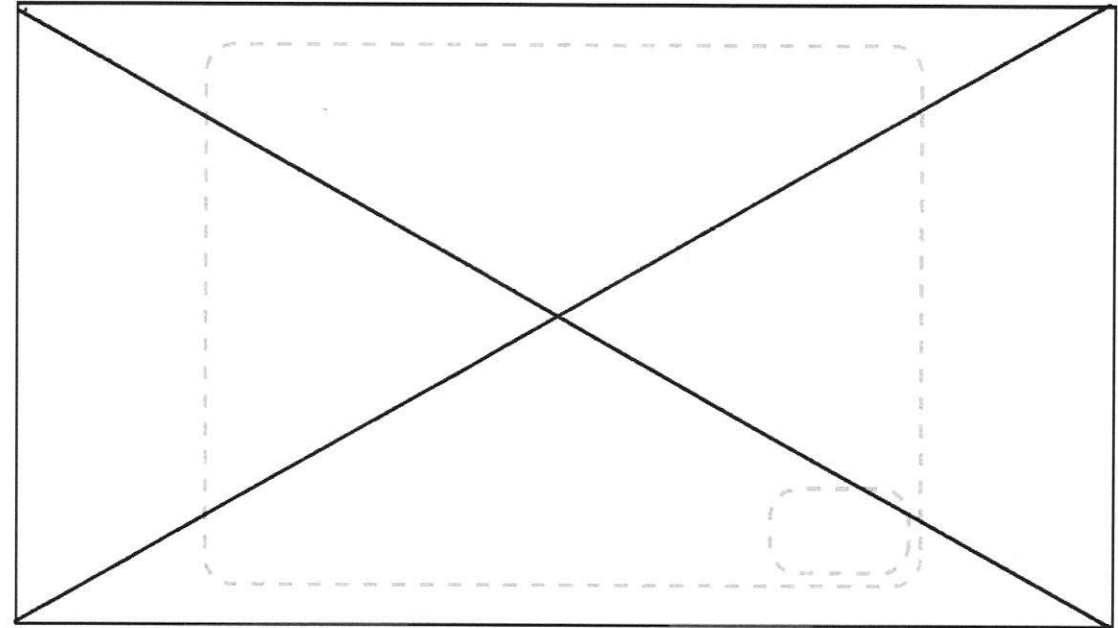
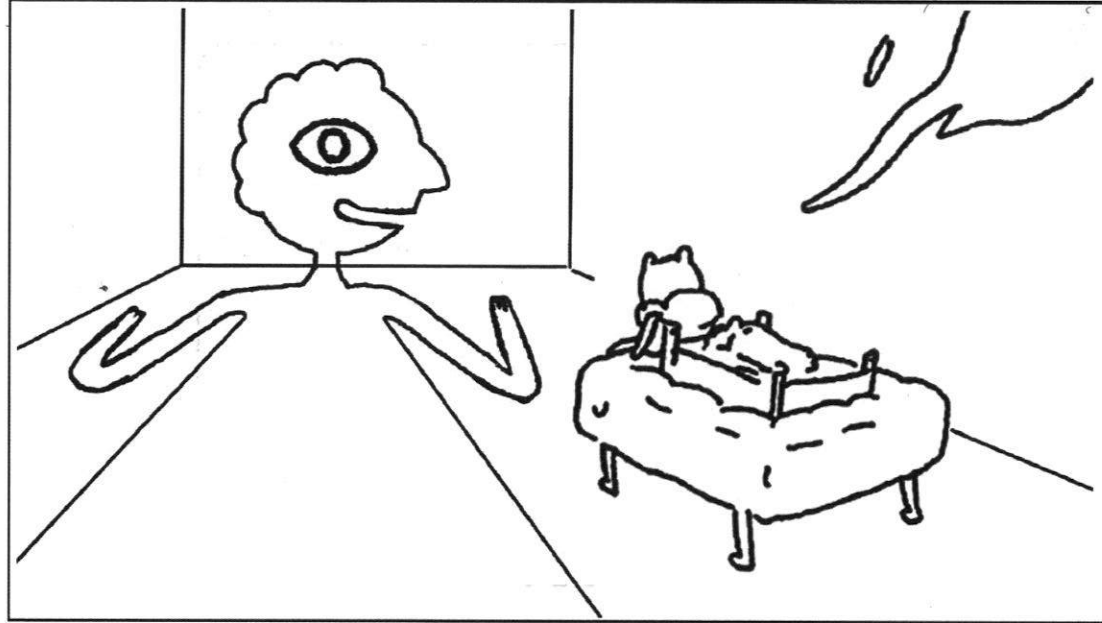
Sc. 119 *CONT* Pnl. D

Bg.

day night

Pnl.

Bg.



Dialog:

*P/ OH, HEY YOU'RE BALK*

Action:



Timing:



*DX steam  
overlap stop  
& rise up  
to dissipate*

NOV 04 2013

Production :

EPISODE # 1025-166

1025/166

1025/166

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Ho  
Cut

# ADVENTURE TIME

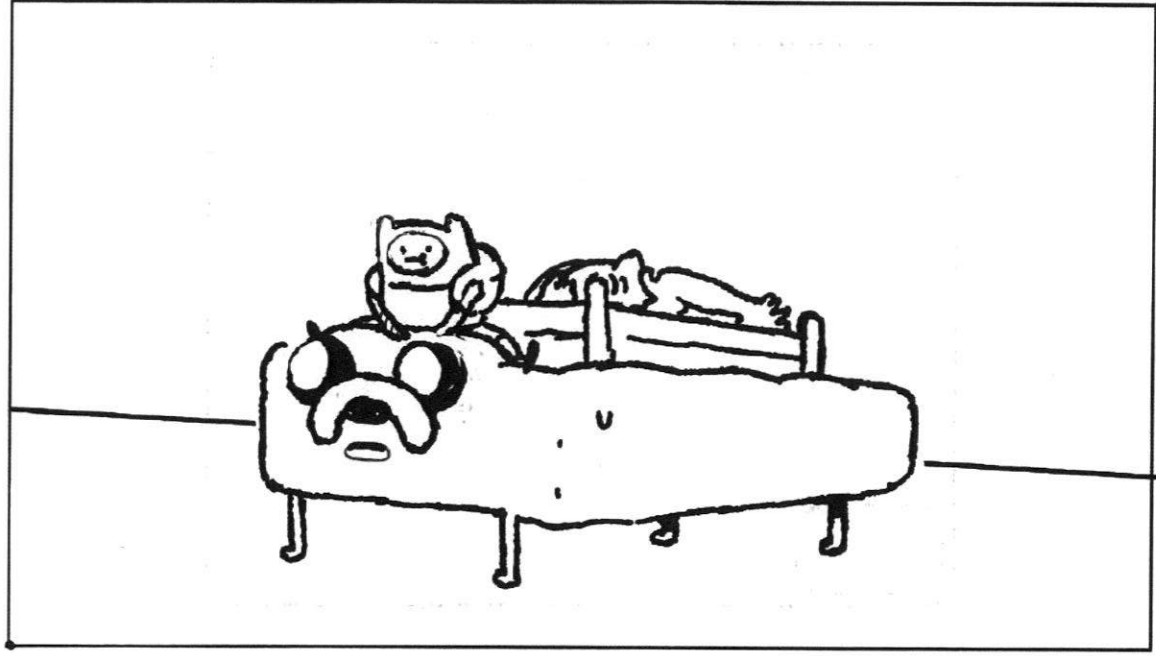


Sc. 120

Pnl. A

Bg.

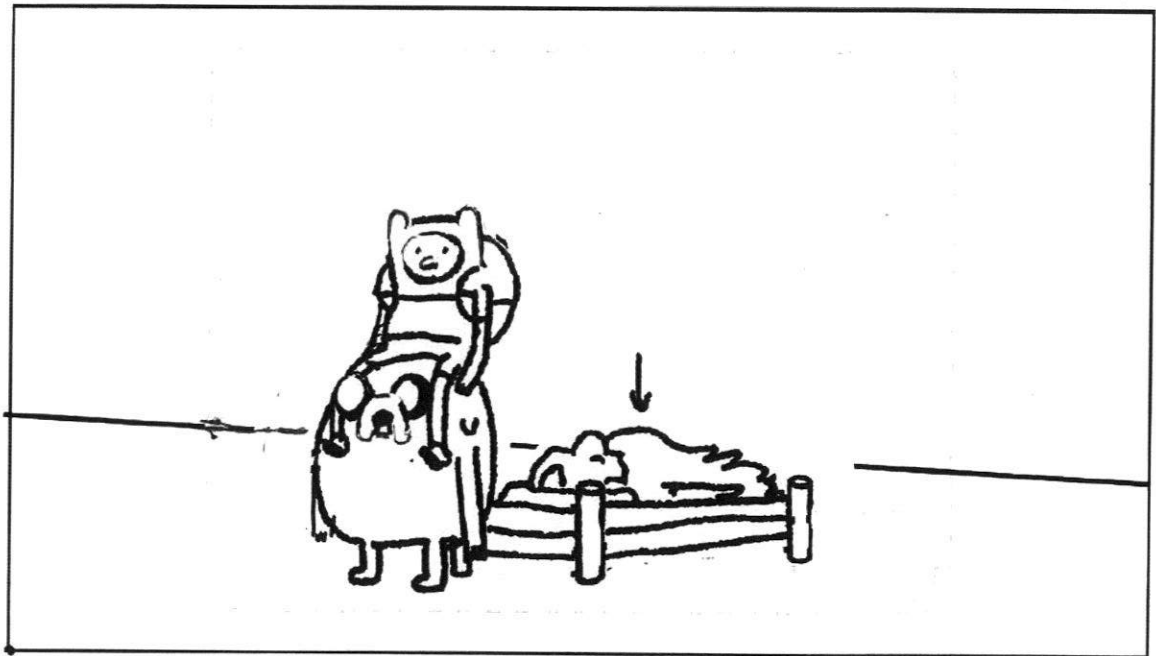
day night



Sc. 120 CONT Pnl. B

Bg.

day night



Page 148

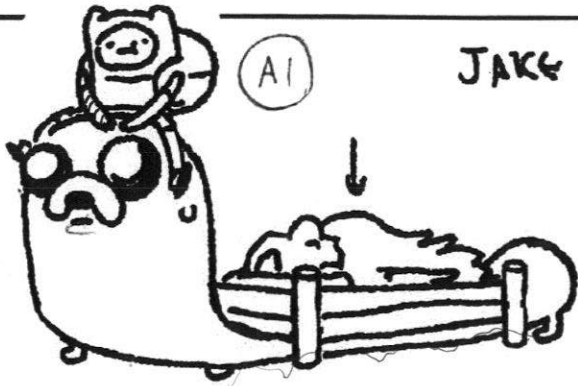
Cut

Dialog:

① DUDE'S GOT SERIOUS NIGHT TERRORS

F: WHAT NOW, PRISMO?

Action:



JAKE SHRINKS DOWN  
Placing bed on the Ground.

NOV 04 2013

Timing:

1025-166

EPISODE #

1025/166

Production :

1025/166

Cut

# ADVENTURE TIME



Cut

Sc. 121 Pnl. A Bg.

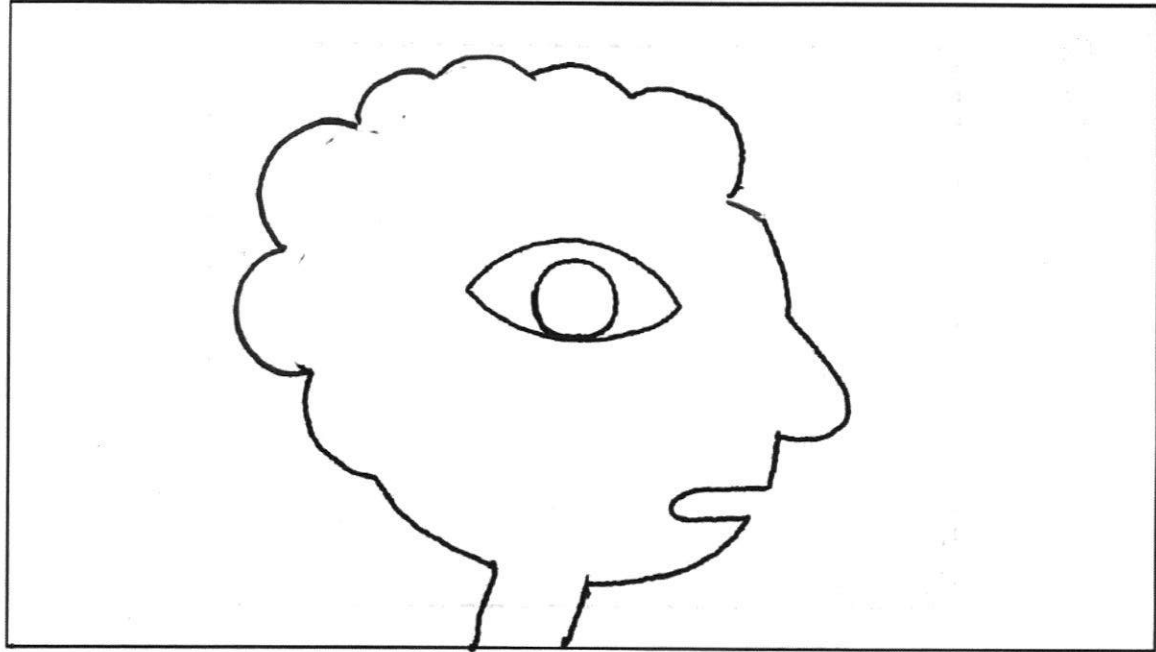
day night

Sc. 121A Pnl. A Bg.

Page 149

149A NEXT  
day night

Cut



Dialog:

Action:

Timing:

NOV 04 2012

1025/166

1025-166

EPISODE #  
1025/166

Production :

1025/166

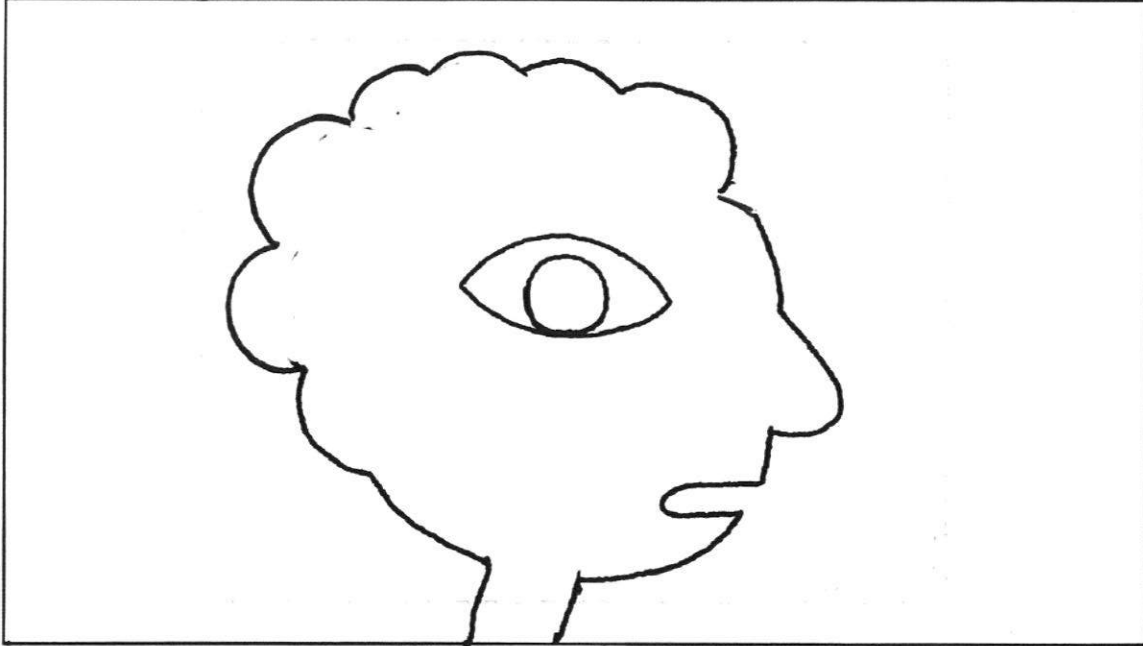
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Cut

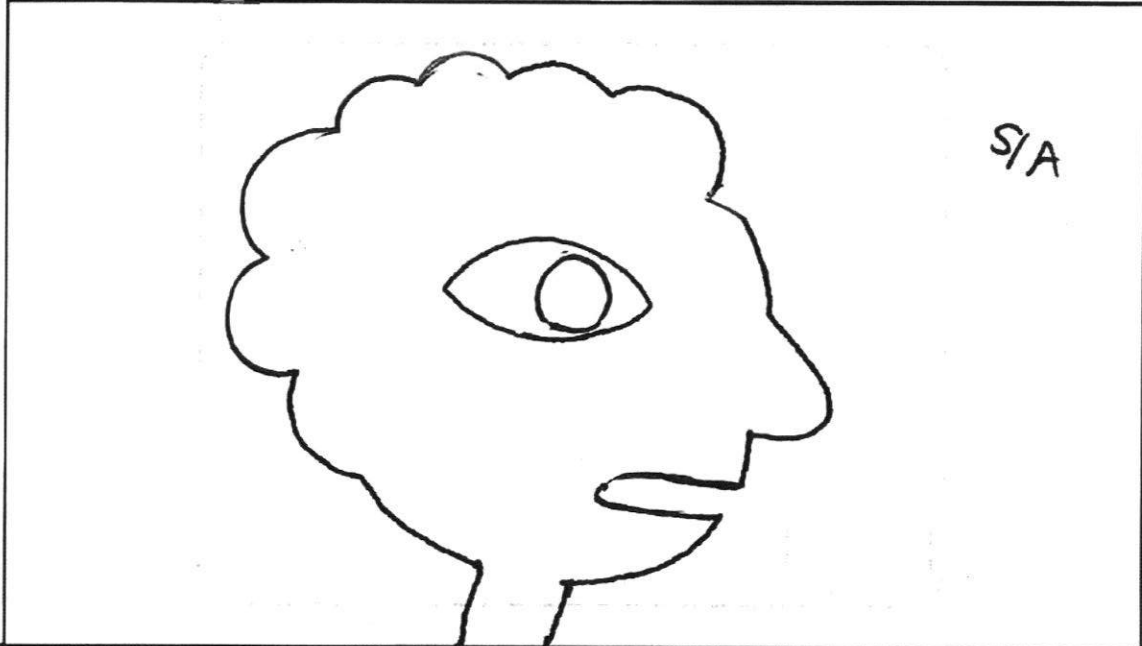
# ADVENTURE TIME



Sc. 121B Pnl. A Bg. day night



Sc. 121B cont Pnl. B Bg. day night



Page 149 A  
150 NEXT  
day night

Cut

Dialog:
... P: OKAY. WAKE HIM UP.
Action:
Timing:

NOV 04 2013

1025/166

1025-166

EPISODE #

1025/166

Production :

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1025/166

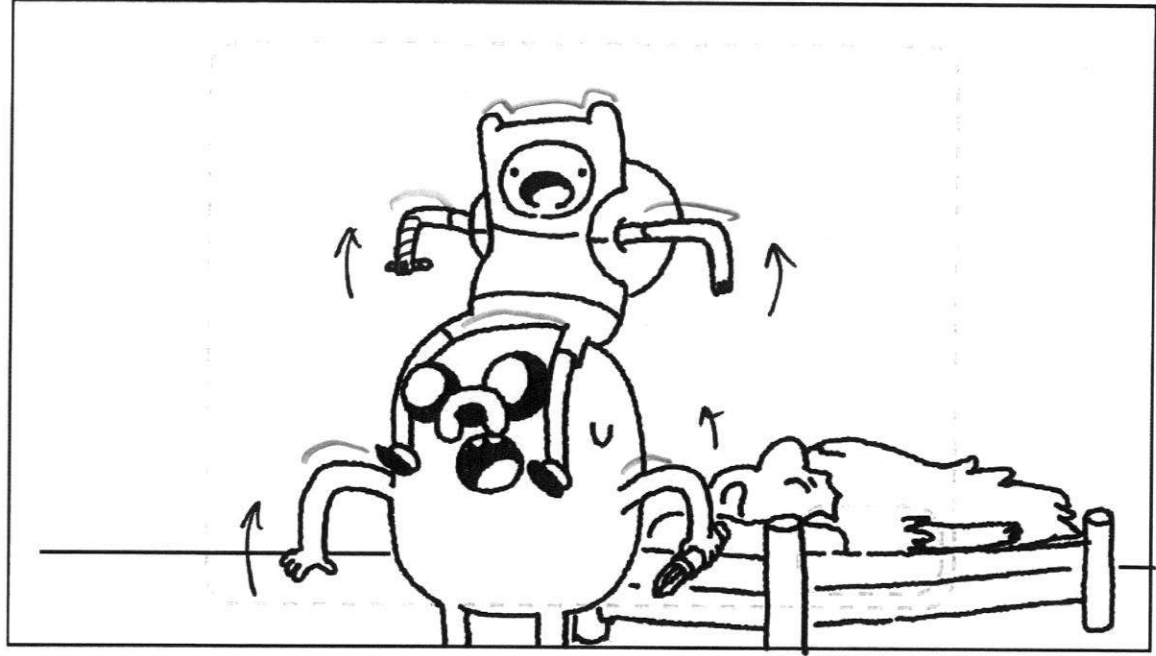
cut

# ADVENTURE TIME

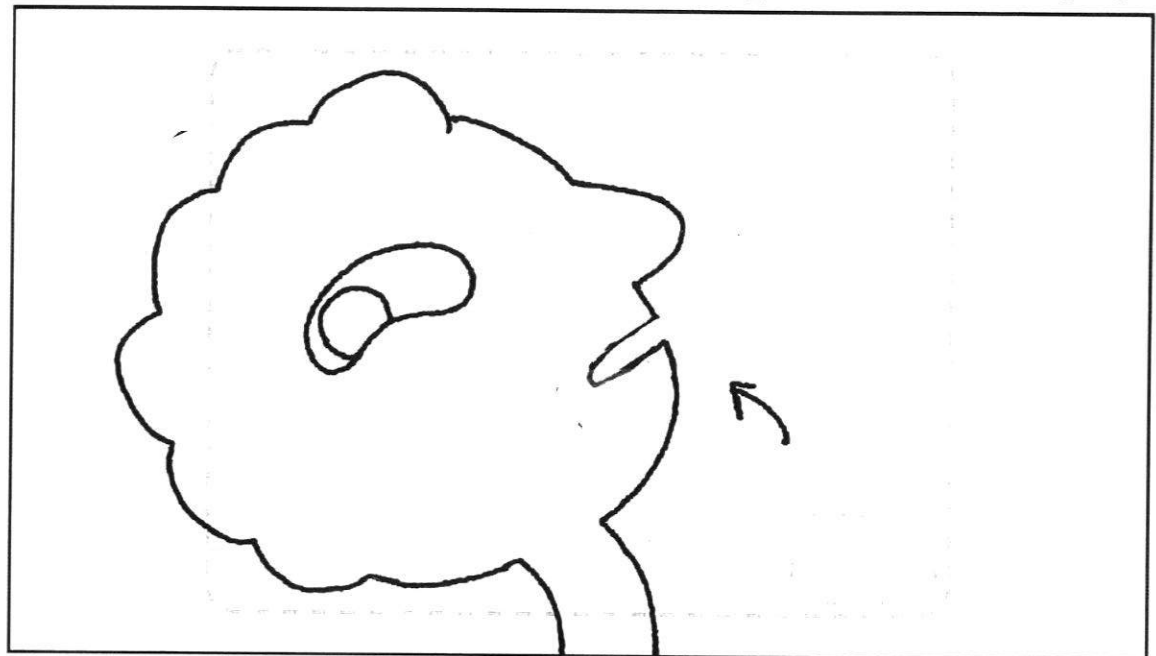


cut

Sc. 122 Pnl. A Bg. day night





Sc. 123 Pnl. A Bg. day night



Page 150

cut

Dialog:	F&J/ WHAT !!!?		P/ YEAH, I JUST WANTED ONE LAST LOOK AT MYSELF.	
Action:				
Timing:				

NOV 04 2013

1025/166

1025-166

EPISODE #  
1025/166

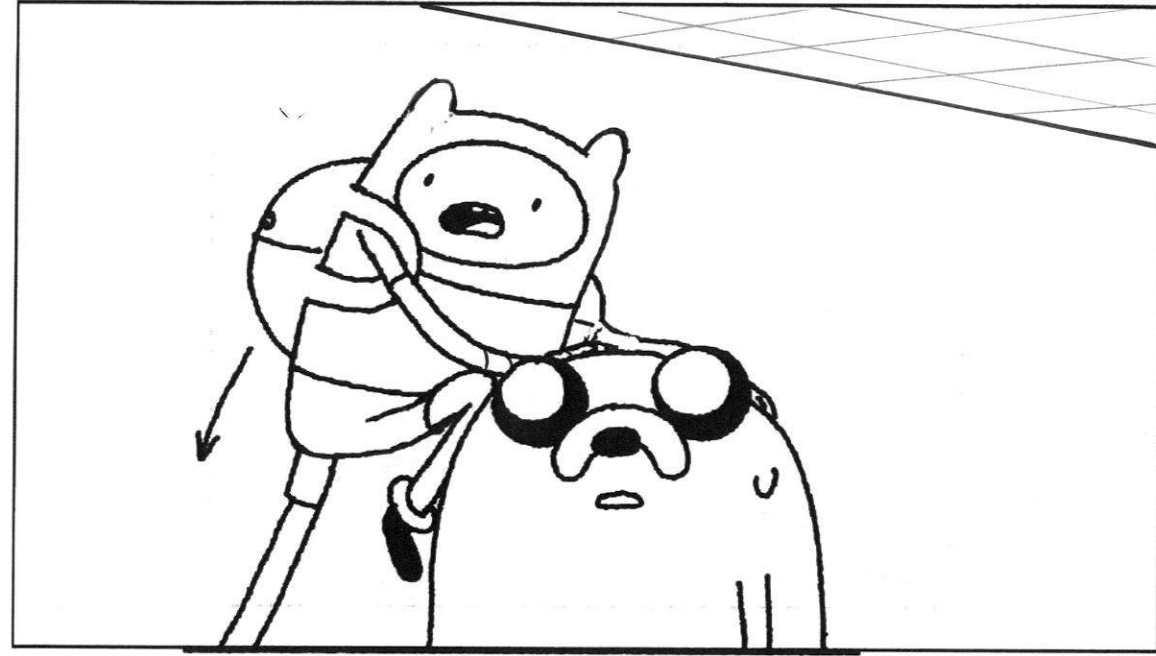
Production :

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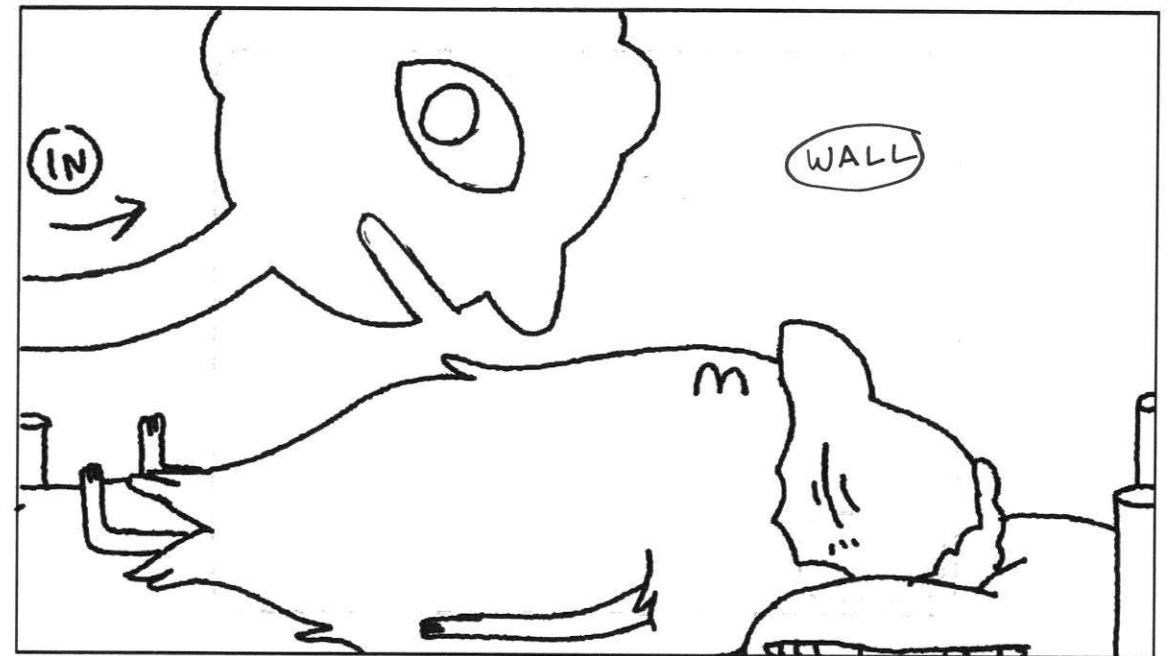
# ADVENTURE TIME



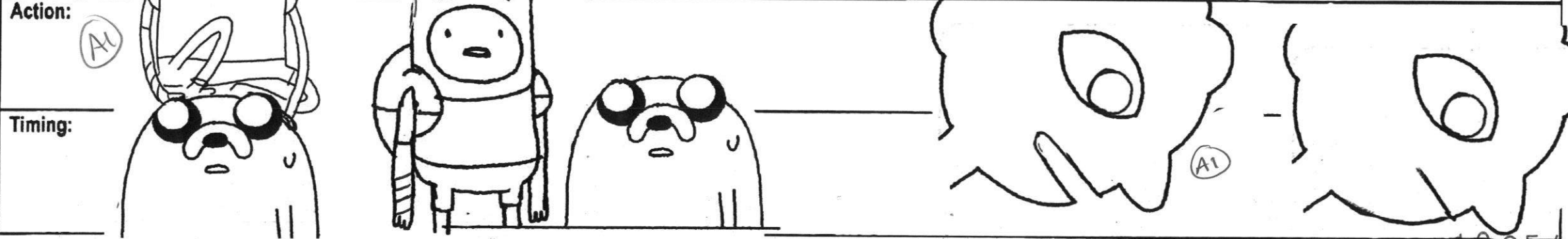
Sc. 124 Pnl. A Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:  
F/ THIS OLD MAN IS YOU?  
P/ THAT'S RIGHT. PRISMO IS NOTHING BUT THE DREAM OF A WRINKLY LITTLE OLD MAN.



Action:  
(A1)

Timing:

1025-166

EPISODE #

(A2)

Production :

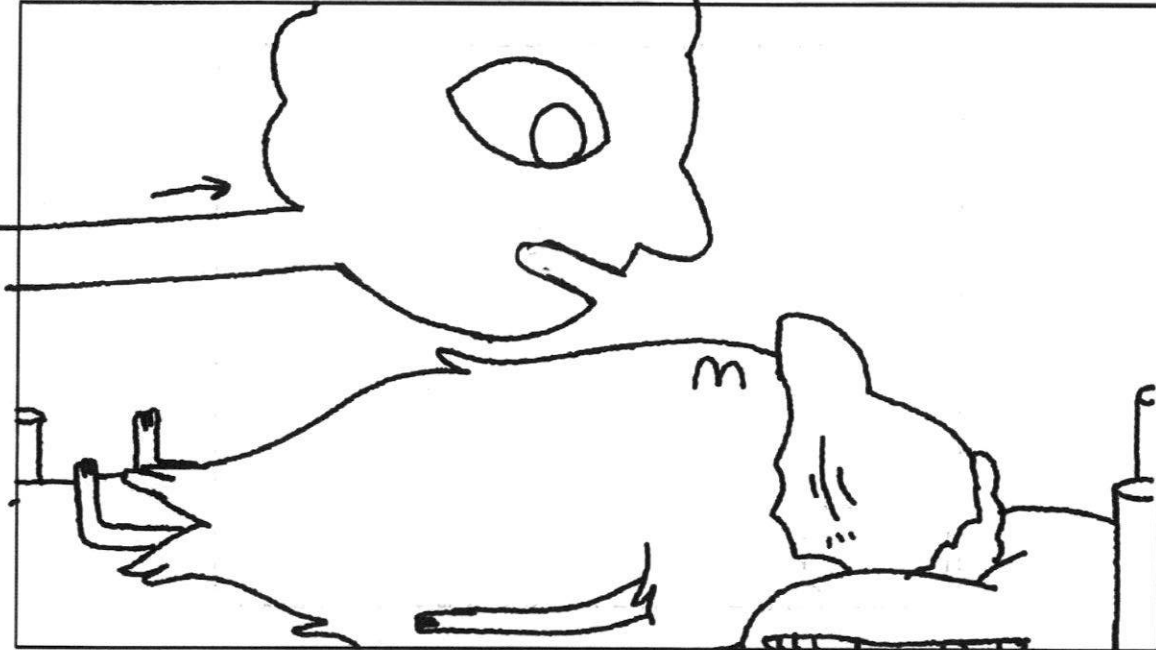


# ADVENTURE TIME

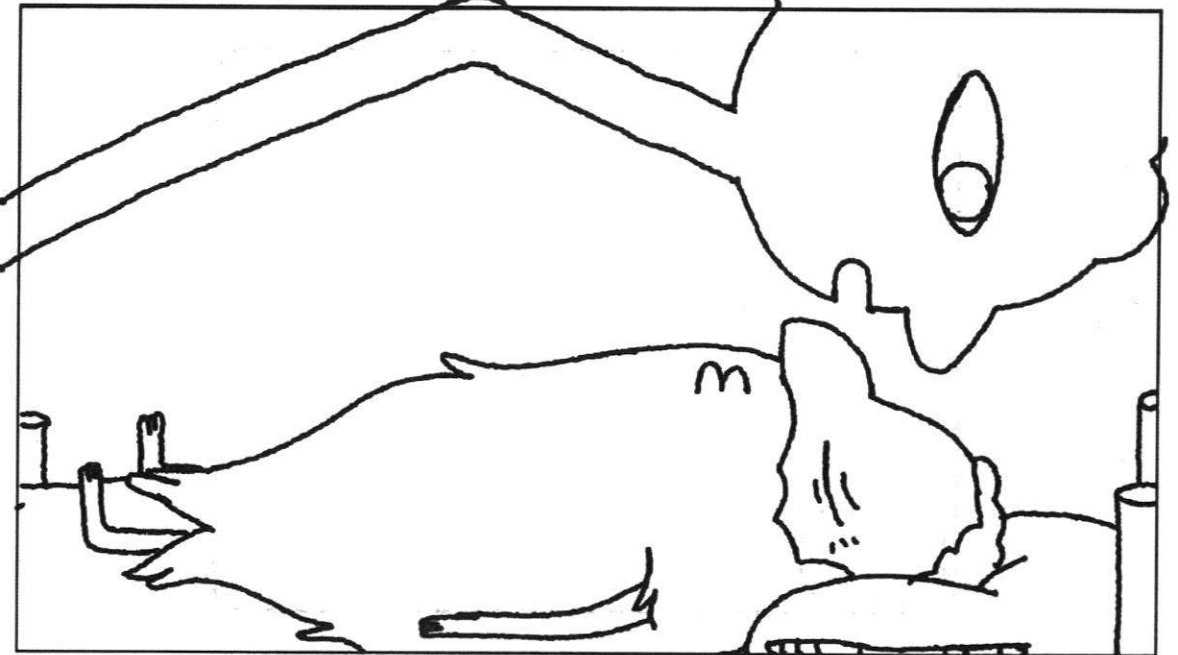


Page 152

Sc. 125 CONT Pnl. B Bg. day night



Sc. 125 CONT Pnl. C Bg. day night



Dialog:

P/ MAN, I'VE GOTTEN A LOT  
HAIRIER...

P/... BUT ALSO BALDER?

Action:

Timing:

NOV 04 2011

1025-166

EPISODE #

1025/166

Production :

1025/166

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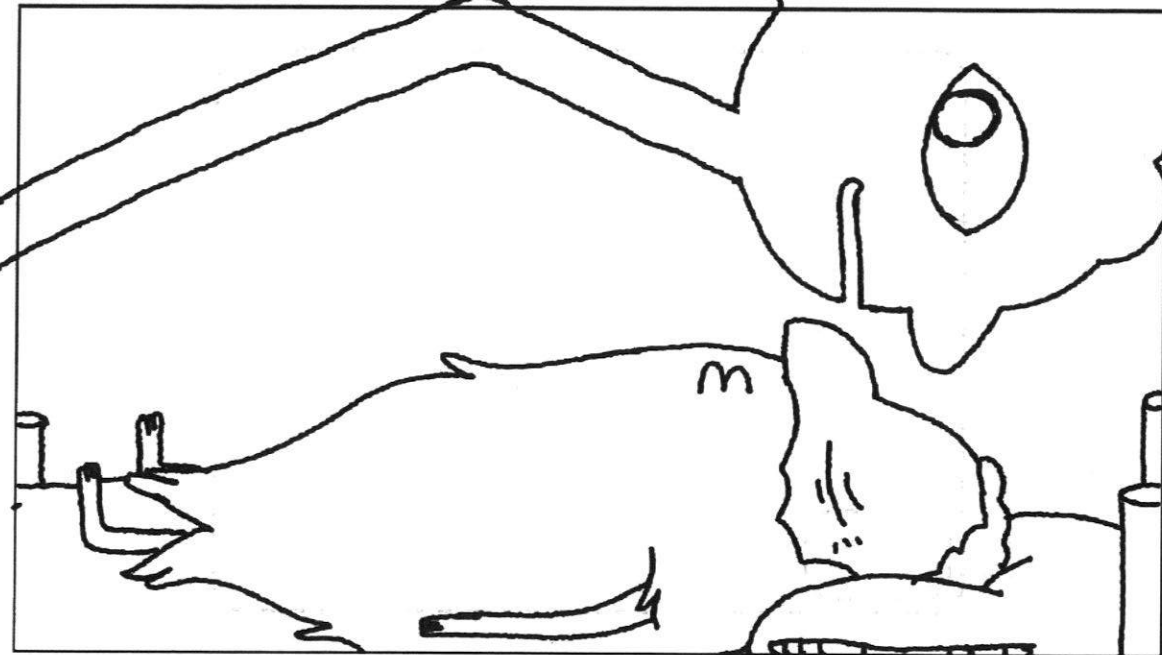
# ADVENTURE TIME



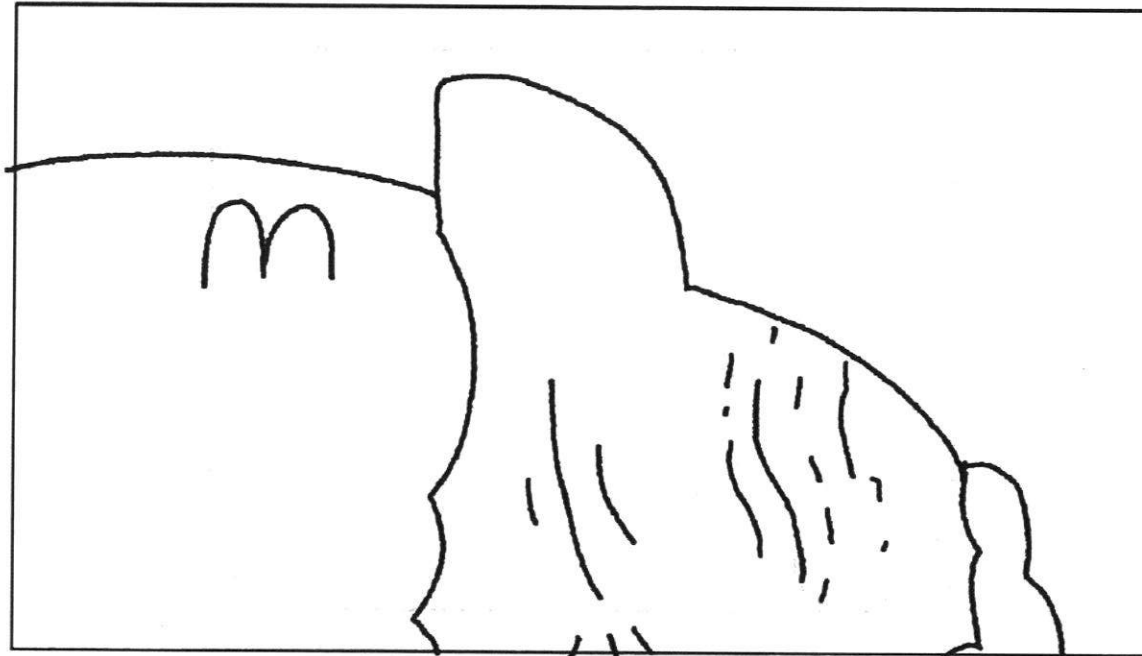
Ho  
Cut

Page 153

Sc. 125 CONT Pnl. D Bg. day night



Sc. 125A Pnl. A Bg. day night



Dialog:	
P: TELL ME HOW <u>THAT</u> MAKES ANY SENSE...	(VO) P/ I look like a big ol' hairy raisin.
Action:	
Timing:	

NOV 04 2011

EPISODE # 1025-166

1025/166

Production :

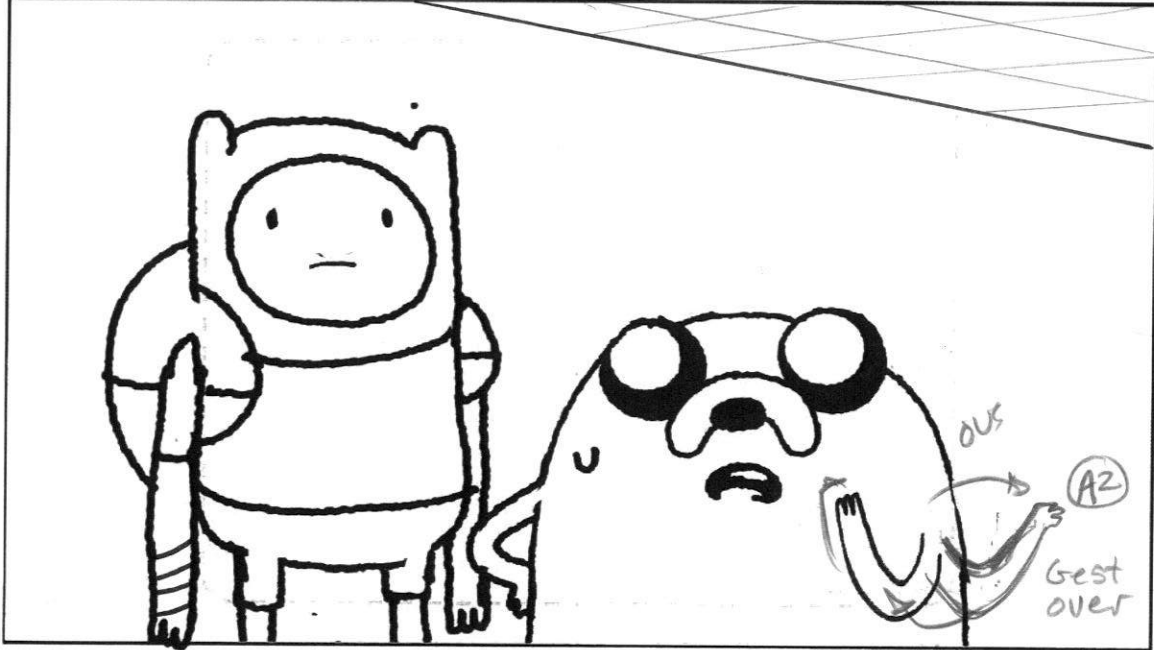
1025/166

1025/166

# ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

J/ SO WAIT, WHAT HAPPENS TO  
YOU WHEN WE WAKE HIM UP?

Action:

Timing:

P/ ÷ P O O F ÷



NOV 04 2011

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164A NEXT

1025-166

EPISODE #

1025/166

Production :

1025/166

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99175701

# ADVENTURE TIME



Sc. 127 cont Pnl. B Bg. day night



Sc. 127 cont Pnl. C Bg. day night



Page 154A  
155 NEXT  
day night

Dialog:	P: I'M A GONER.	Prismo: thus ends MIGHTY PRISMO...
Action:		
Timing:	NOV 04 2013	

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EPISODE # 1025-166

1025/166

Production :

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1025/166

Cut

# ADVENTURE TIME



Ho  
Cut

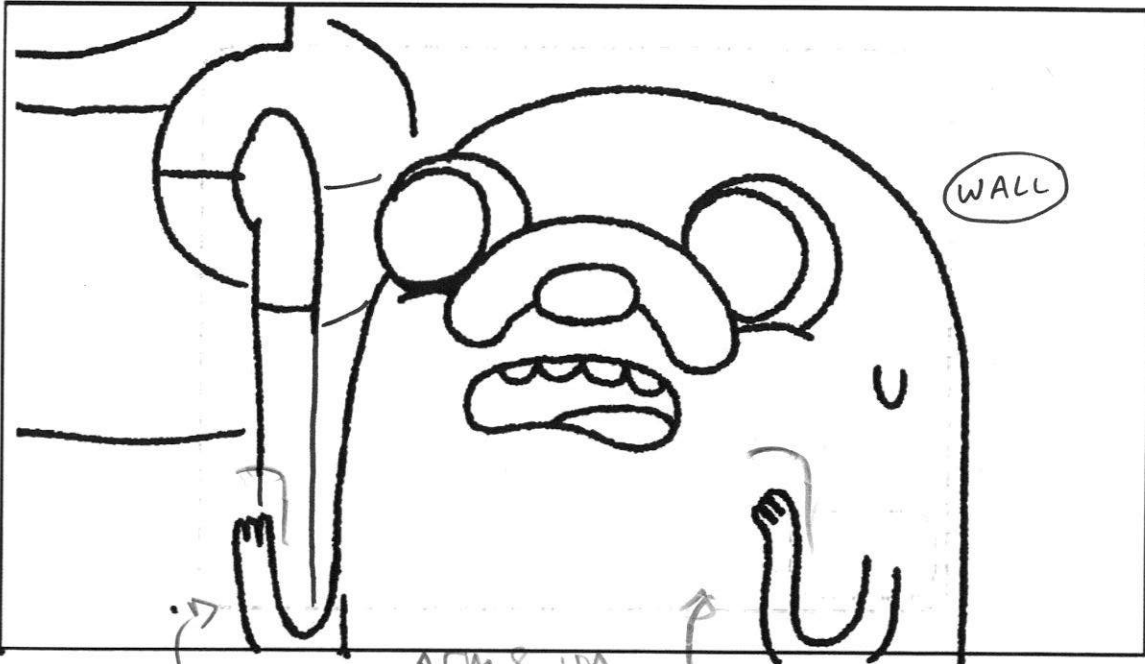
Page 155

Sc. 128

Pnl. A

Bg.

day night



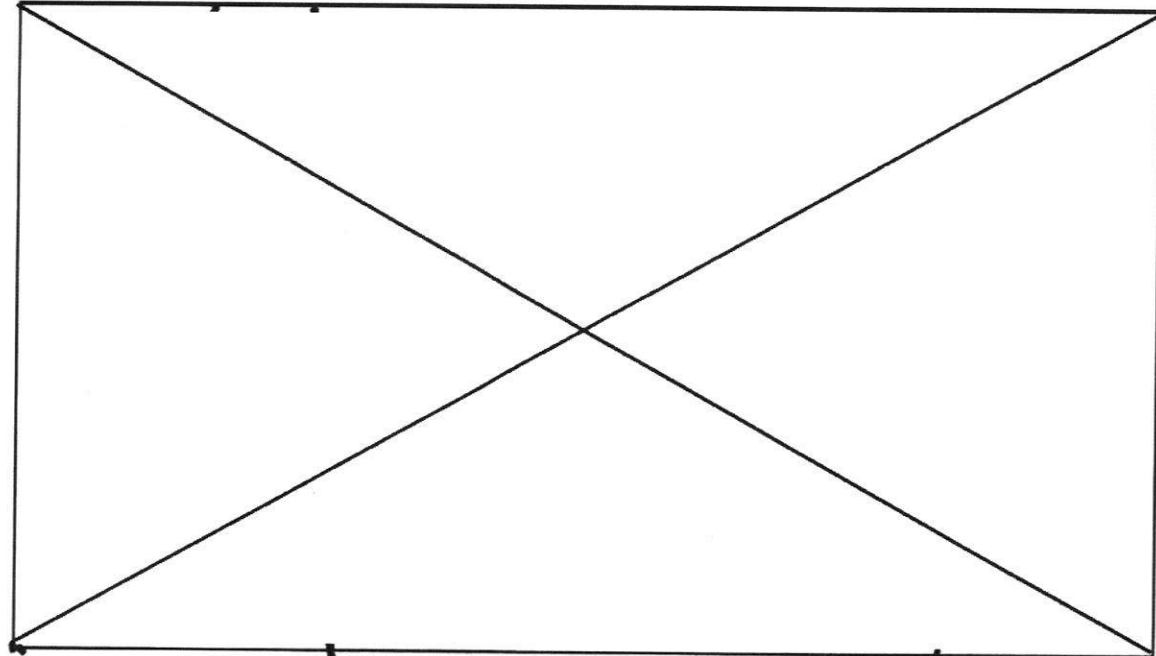
Arms up

Sc.

Pnl.

Bg.

day night



Dialog:

J/ PRISMO!!!

Action:

Timing:



NOV 04 2013

1025/166

1025-166

EPISODE #  
1025/166

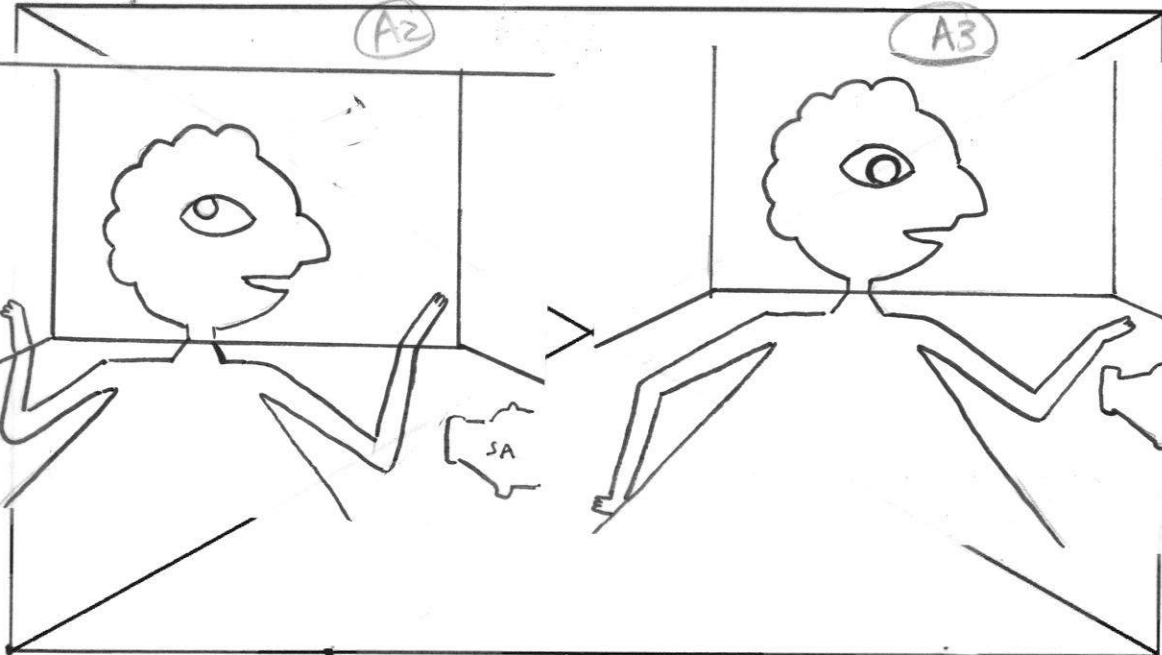
Production :

# ADVENTURE TIME

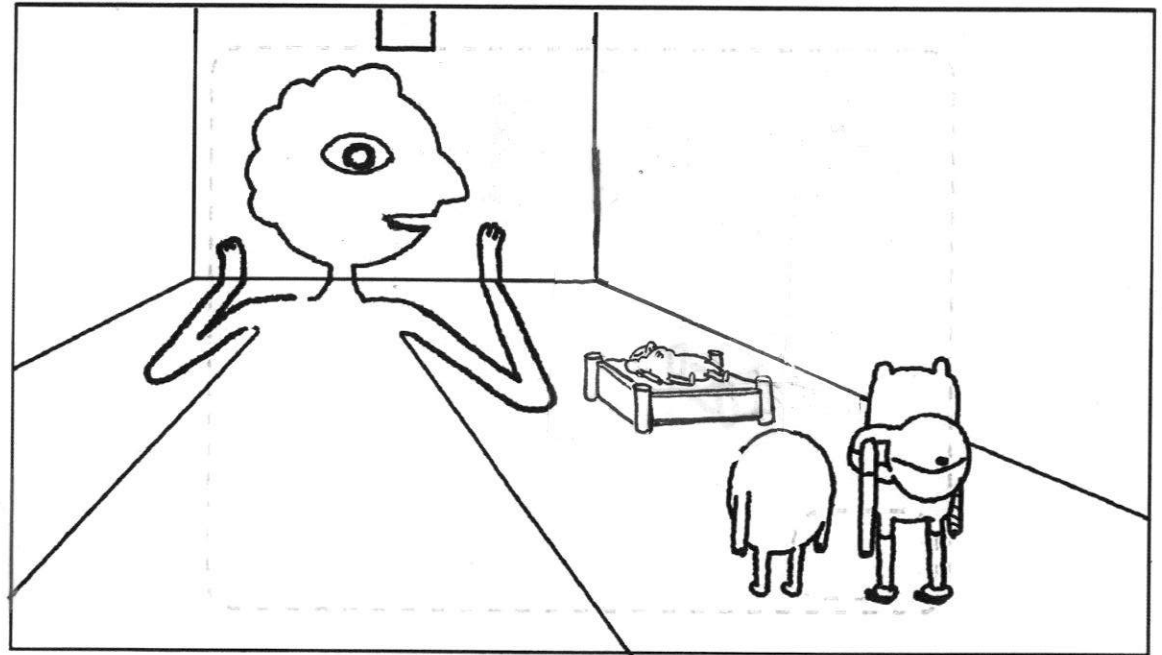


Page **156**

Sc. **129** Pnl. **A2** Bg. **A3** day night



Sc. **129** Pnl. **A** Bg. day night



Dialog:

Action:

Timing:



**P/ K ILLING A WISHMASTER IS A COSMIC CRIME.**

**ONCE I'M DEAD THE GUARDIAN WILL SHOW UP AND TAKE YOU TO THE CITADEL.**

NOV 04 2010

1025-166

EPISODE #

1025/166

Production :

1025/166



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1025/166

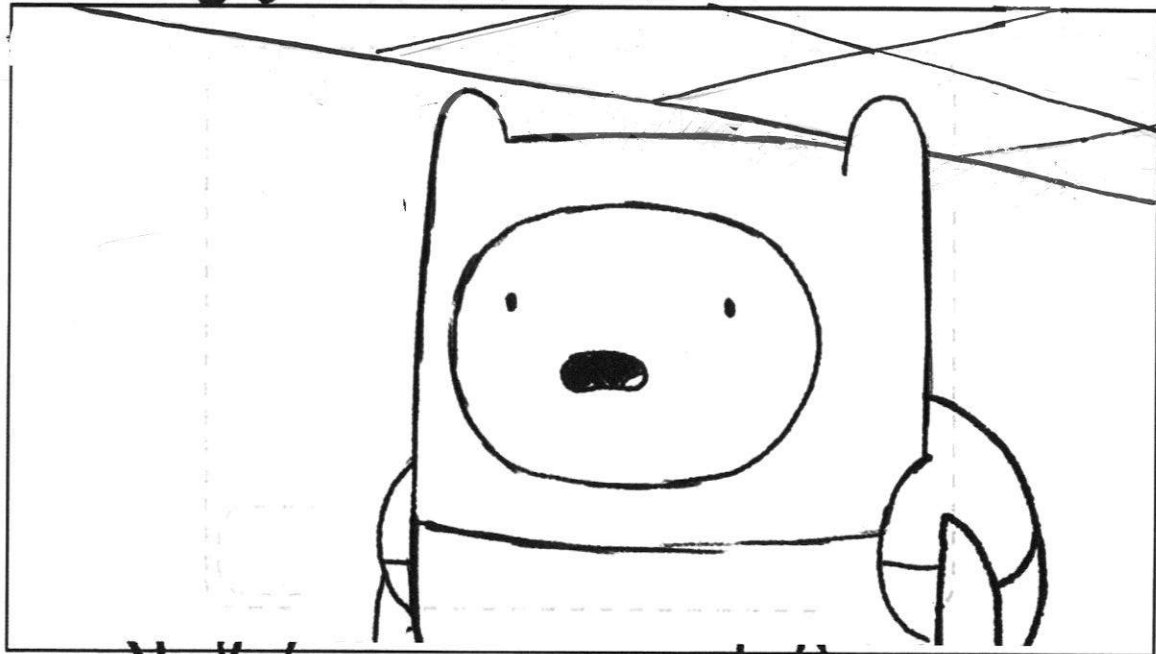
170 cut

# ADVENTURE TIME



cut

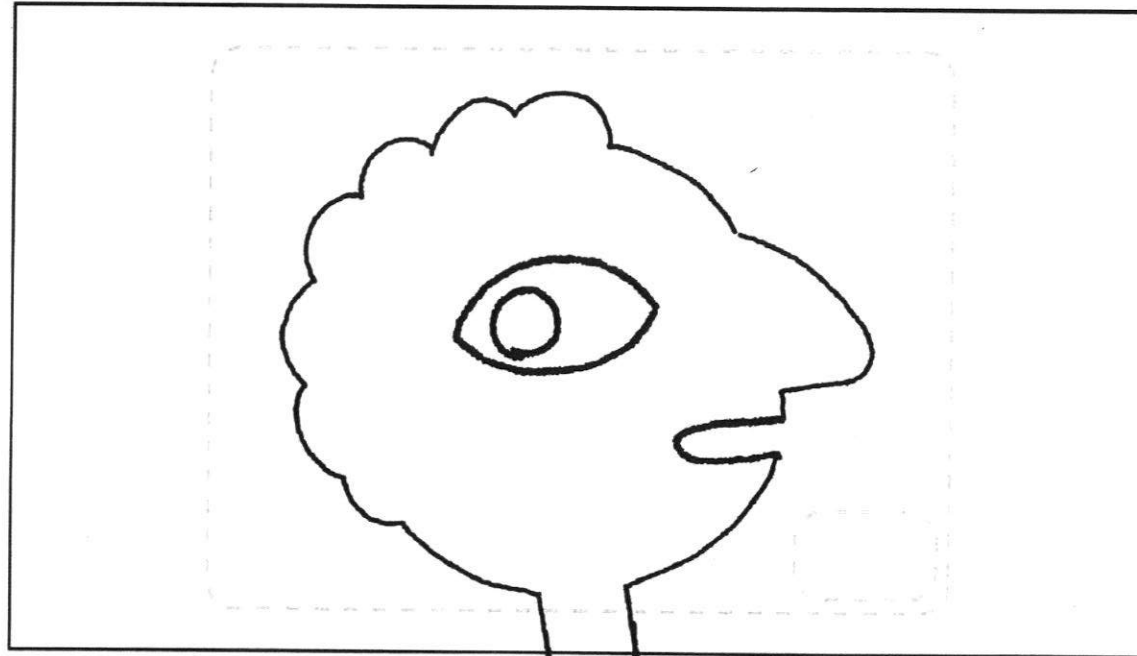
Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night

Page 157

cut



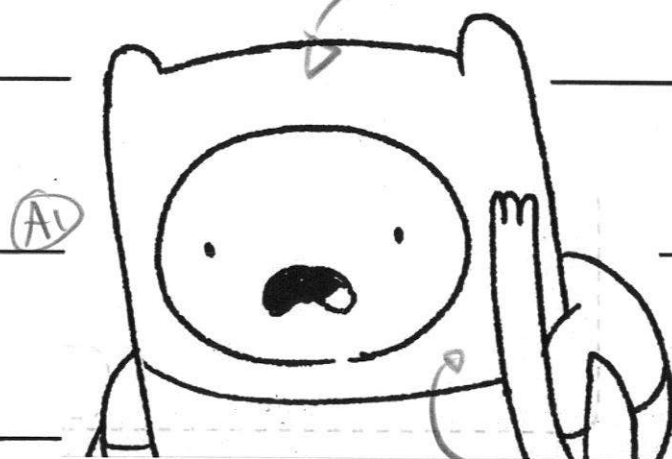
Dialog:

F/ I DON'T THINK SEEING MY DAD  
IS WORTH SACRIFICING YOUR LIFE

P/ Ah Don't worry, as soon as my corporeal  
body falls asleep again in a thousand  
year I'll be back

Action:

Timing:



NOV 04 2013  
(AI)

1025-166

EPISODE #

1025/166

Production :

1025/166

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1025/166

# ADVENTURE TIME



Sc. 132

Pnl. A

Bg.

day night

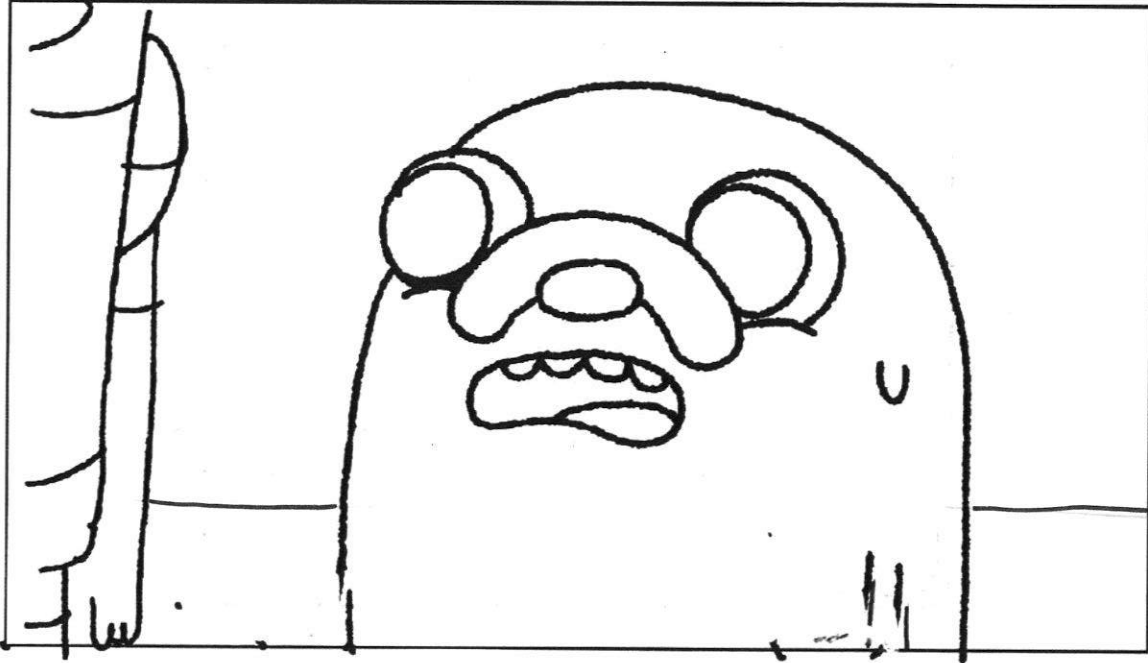
Sc. 133

Pnl. A

Bg.

Page 158

day night



Dialog:

I: YOU SURE ABOUT THIS

P/ HOLD ON, LET ME TAKE ONE  
LAST LOOK AROUND.

NOV 04 2013

Action:

Timing:



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EPISODE #

1025/166

Production :

1025/166

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# ADVENTURE TIME



Cut

Page 159

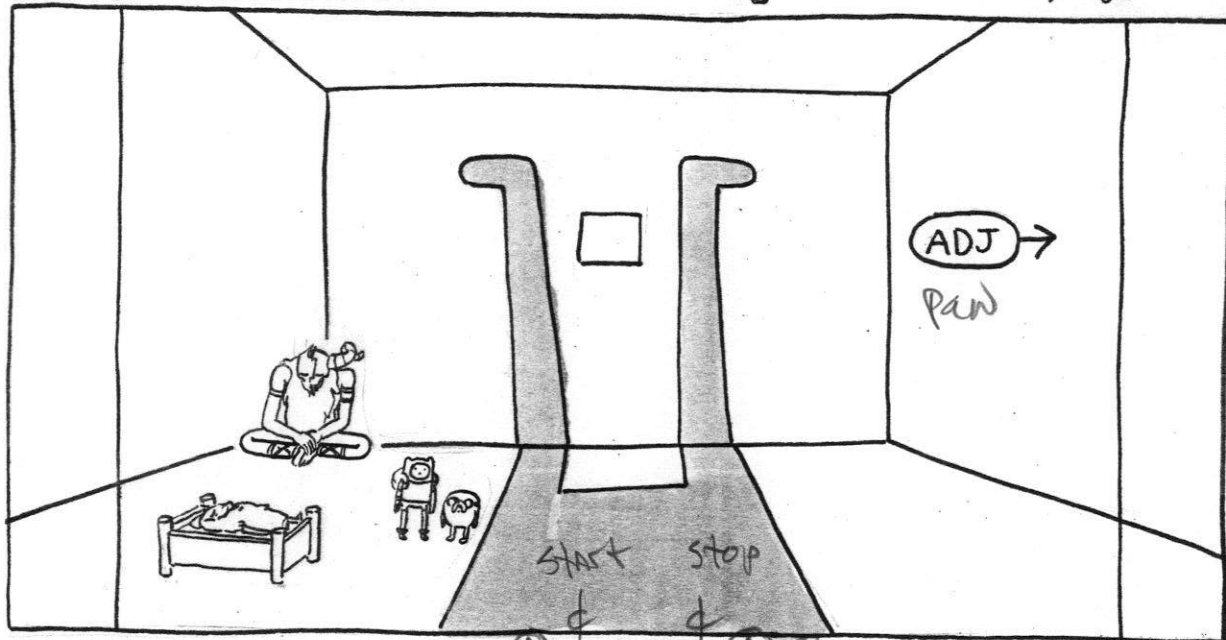
day night

Sc. 134

Pnl. A

Bg.

day night



Dialog:

P: HUH... I THOUGHT I'D OWN MORE STUFF BY NOW.

Action:

Timing:

NOV 04 2013

Production :

1025/166

1025/166

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1025/166

Cut

# ADVENTURE TIME



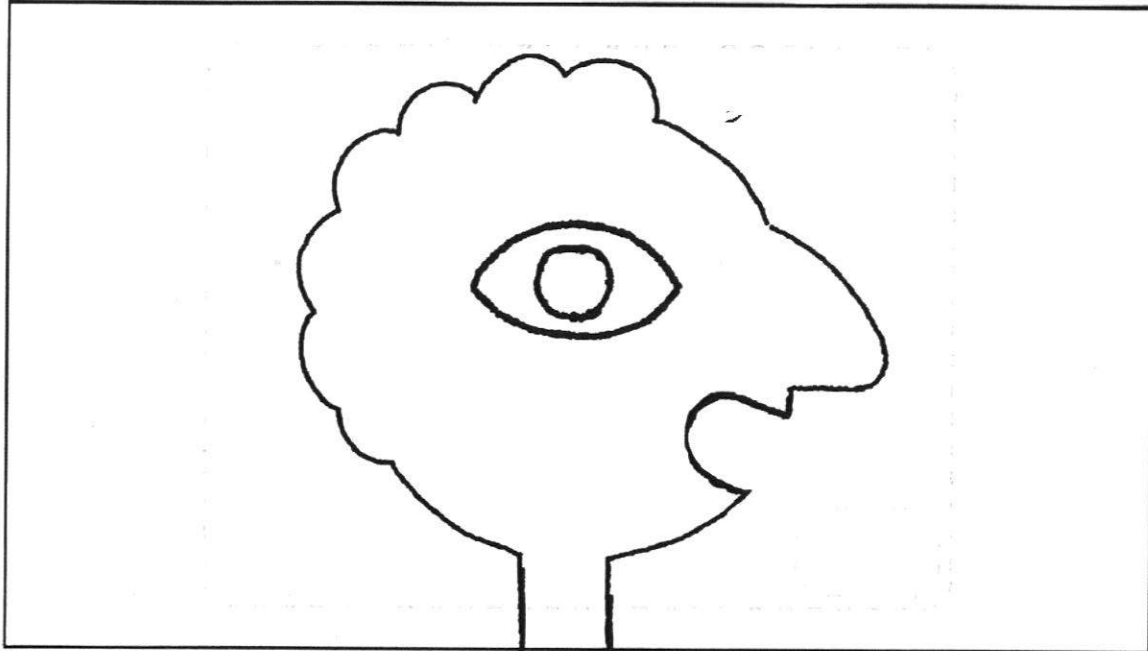
Cut

Sc. 135

Pnl. A

Bg.

day night

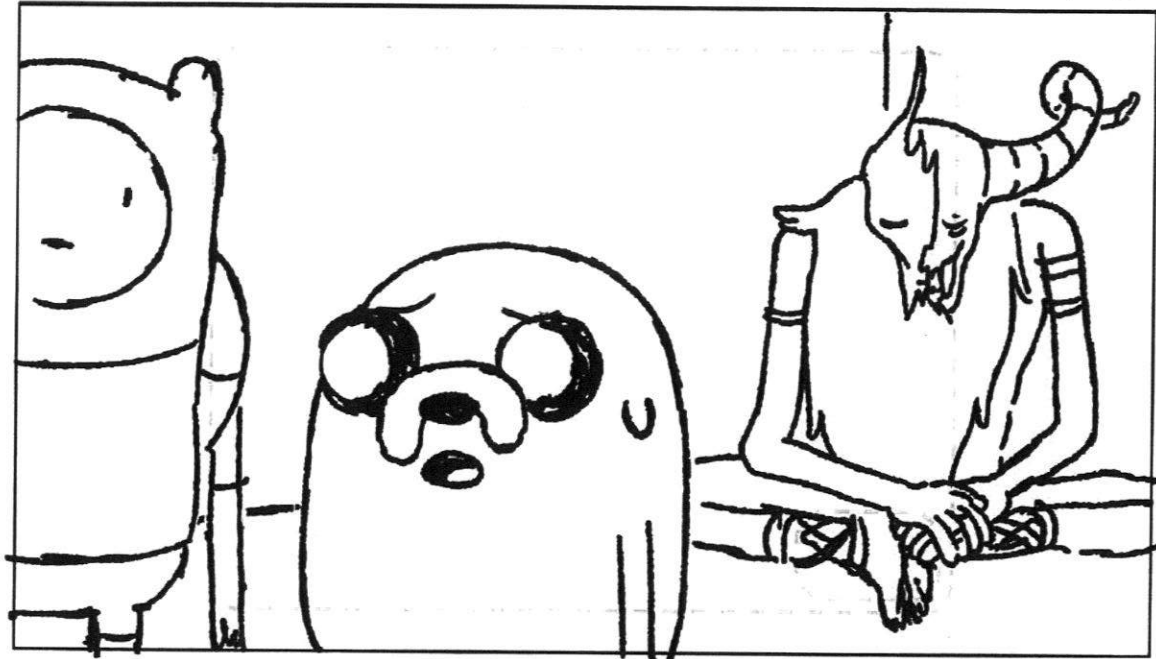


Sc. 136

Pnl. A

Bg.

Page 160  
day night



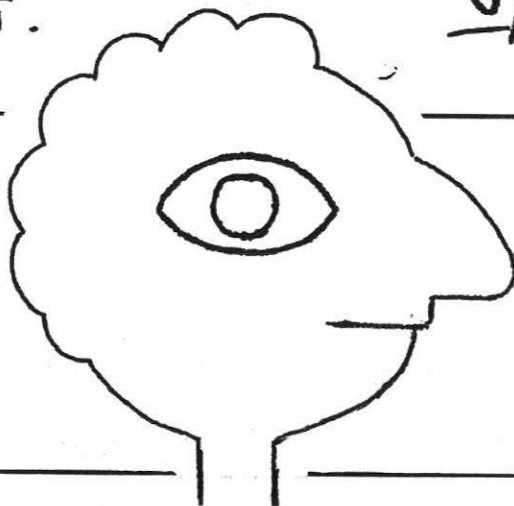
Dialog:

P/OK, Let's Do it.

J/STILL FEELS LIKE A BAD IDEA, MAN.

Action:

(AC)



(AC)

NOV 04 2013

Timing:

1025/166

1025-166

EPISODE #

1025/166

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1025/166

# ADVENTURE TIME



Sc.

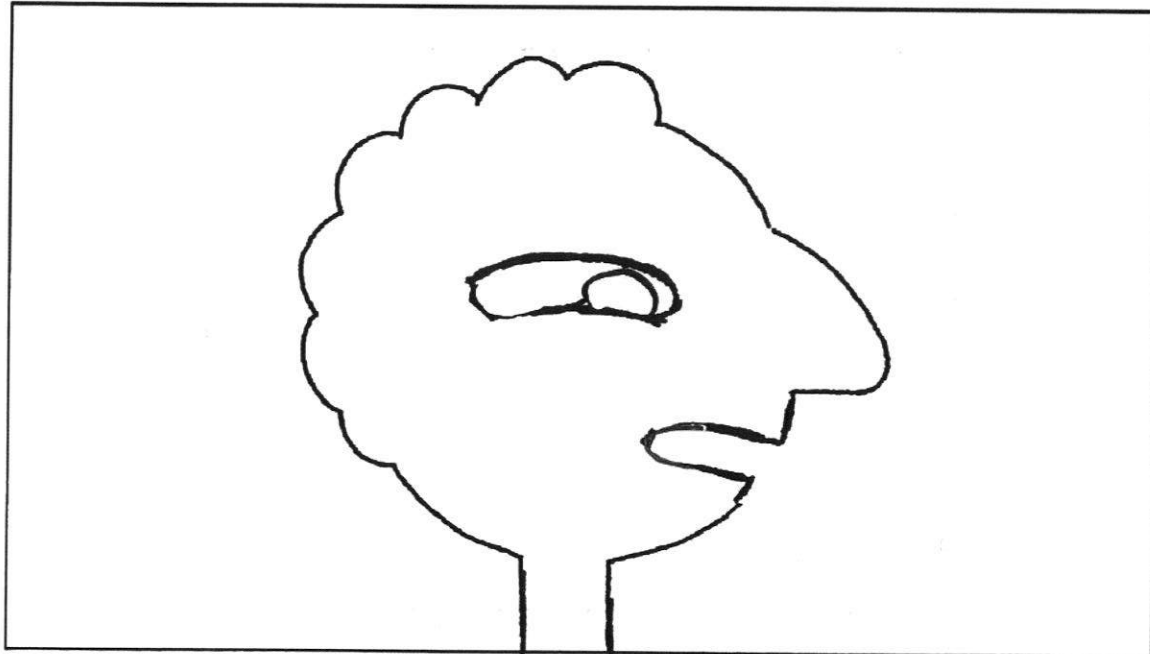
137

Pnl.

A

Bg.

day night



Sc.

138

Pnl.

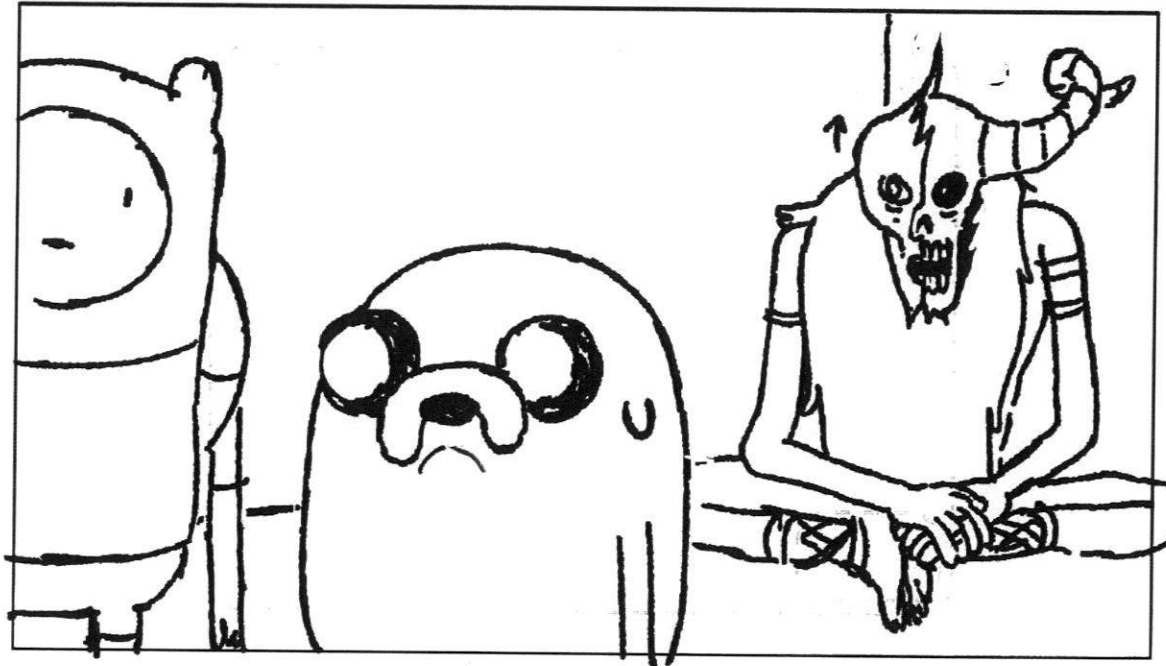
A

Bg.

Page

161

day night



Dialog:

P/WHAT COULD GO WRONG?

NOV 04 2013

Action:

ACT

Lich slowly looks up.

Timing:



1025/166

Production :

EPISODE #  
1025/166

1025-166

Ho  
Cut

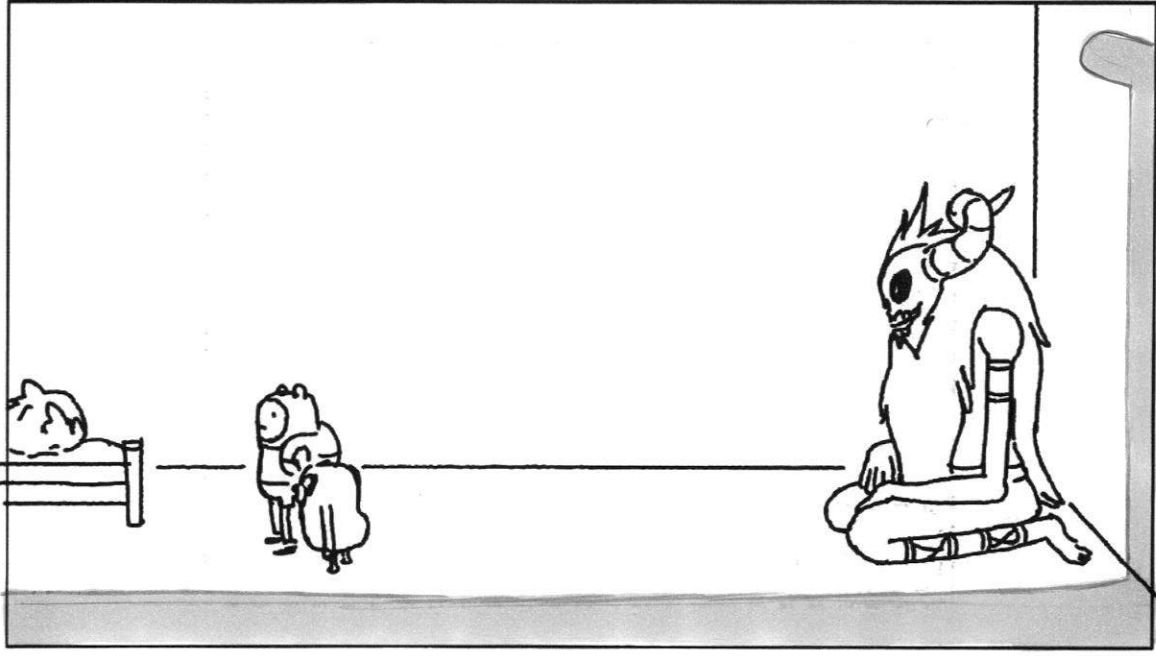
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HW  
CW

# ADVENTURE TIME

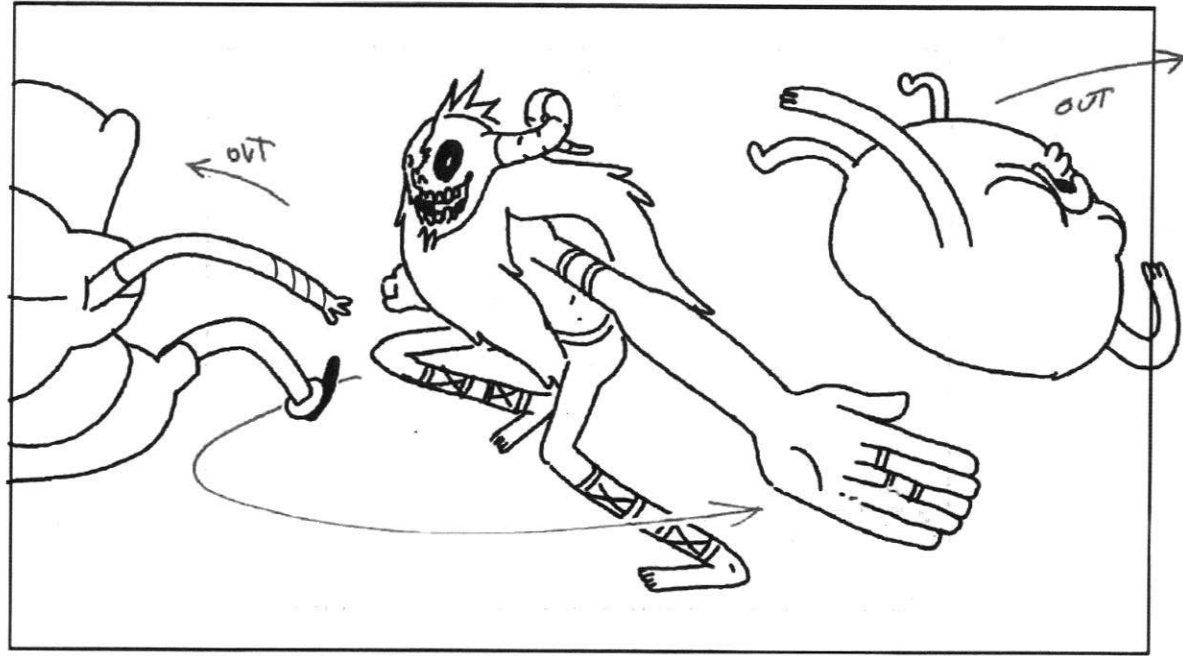


Sc. 139 Pnl. A Bg. day night



Sc. 139 CONT Pnl. B Bg. day night

Page 162  
162A-NEXT



1025-166

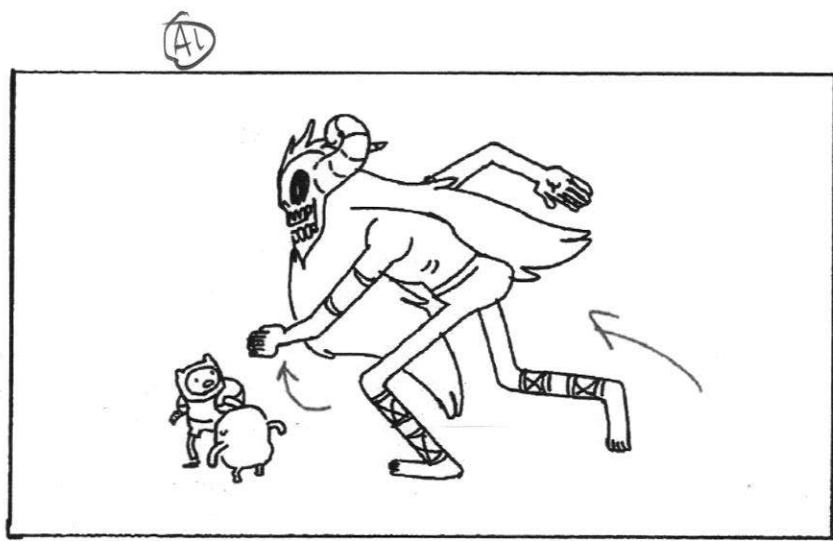
EPISODE #

1025/166

Dialog:

Action: the lich starts running

Timing:

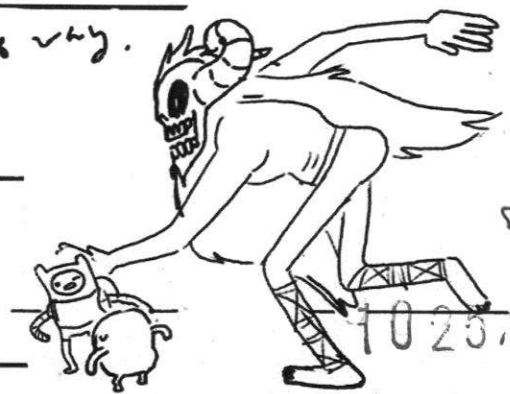


F+J : [IMPACT]

NOV 04 2013

(B)

SLAPS F&J out of the way.



1025/166



# ADVENTURE TIME



Page 162A  
163 NEXT

Sc. 139 *CONT*

Pnl. C

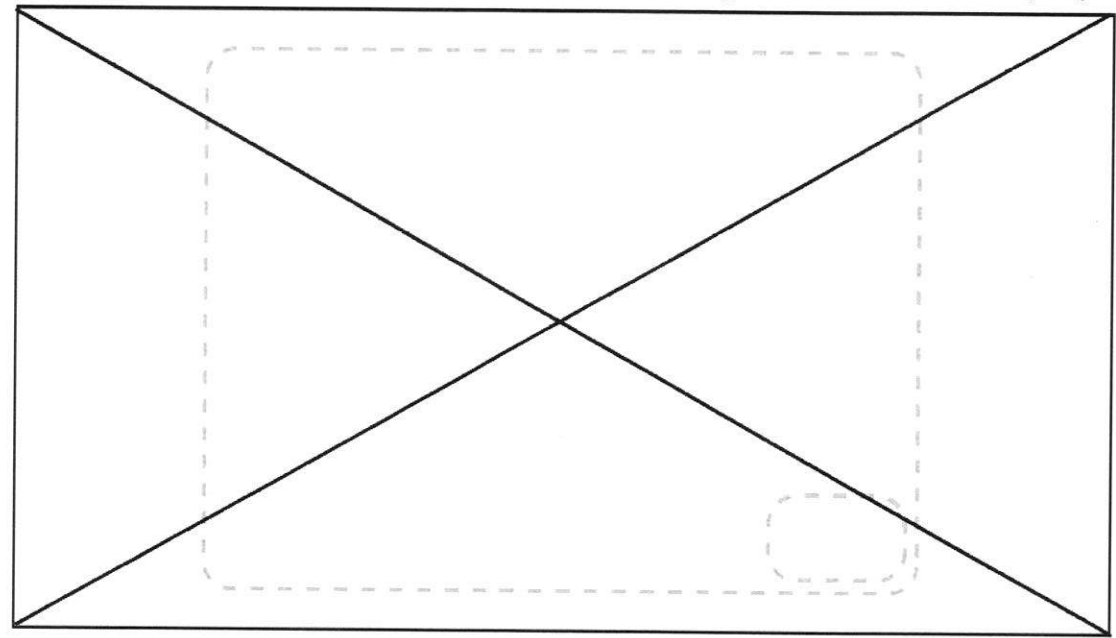
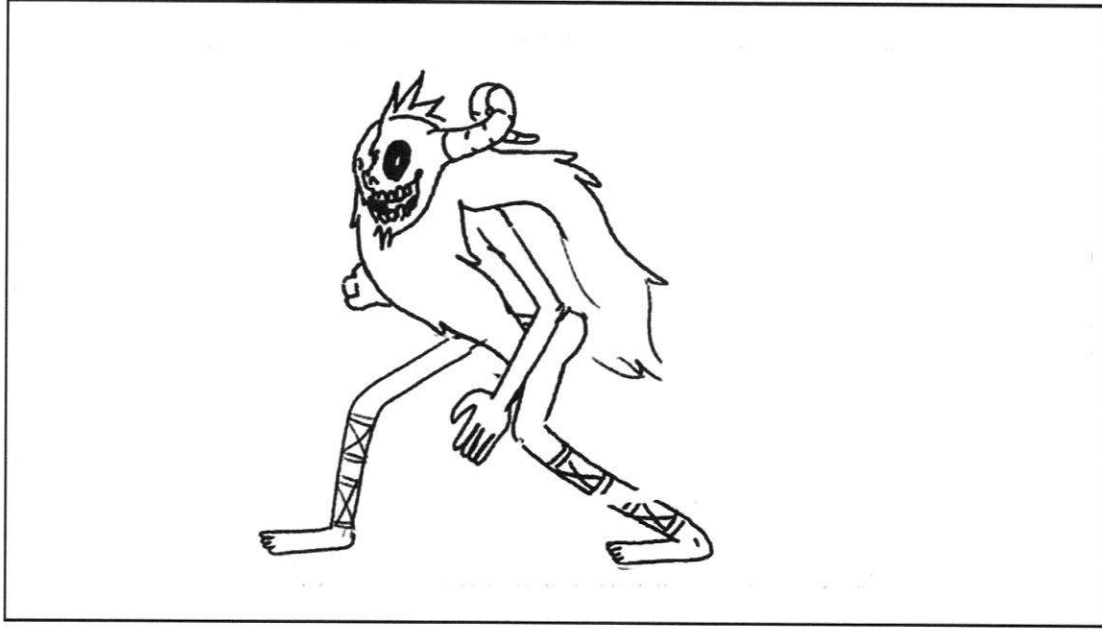
Bg.

day night

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

NOV 04 2013

EPISODE # 1025-166  
Production :

1025/166

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1025/166

1025/166

# ADVENTURE TIME

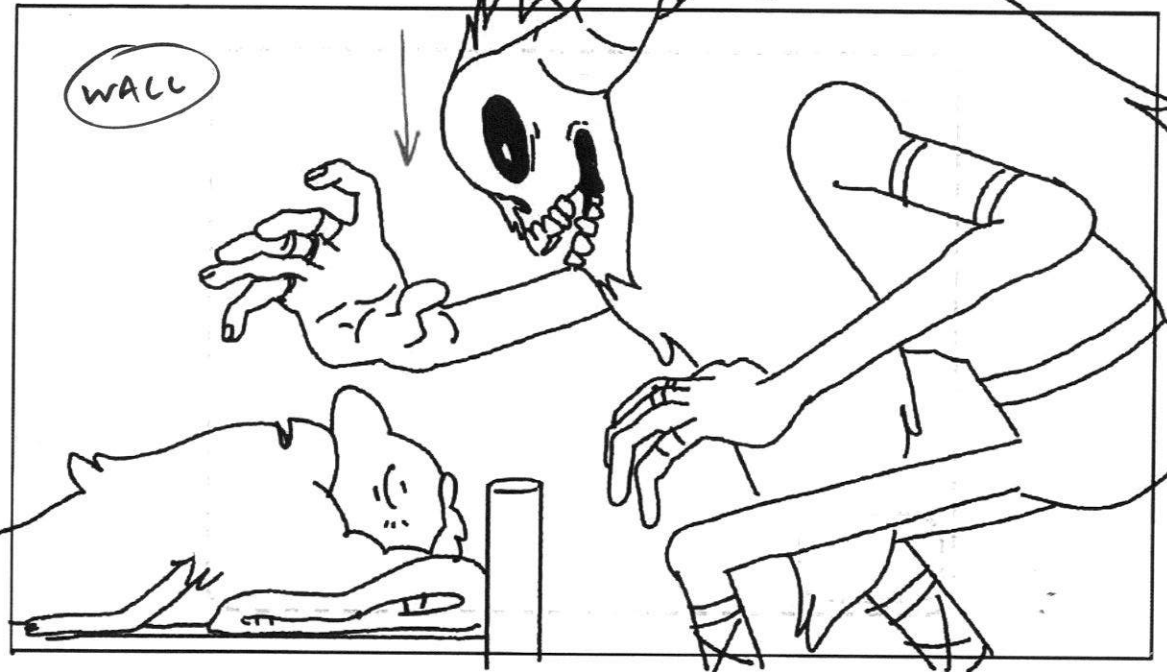


Sc. 140

Pnl. A

Bg.

day night

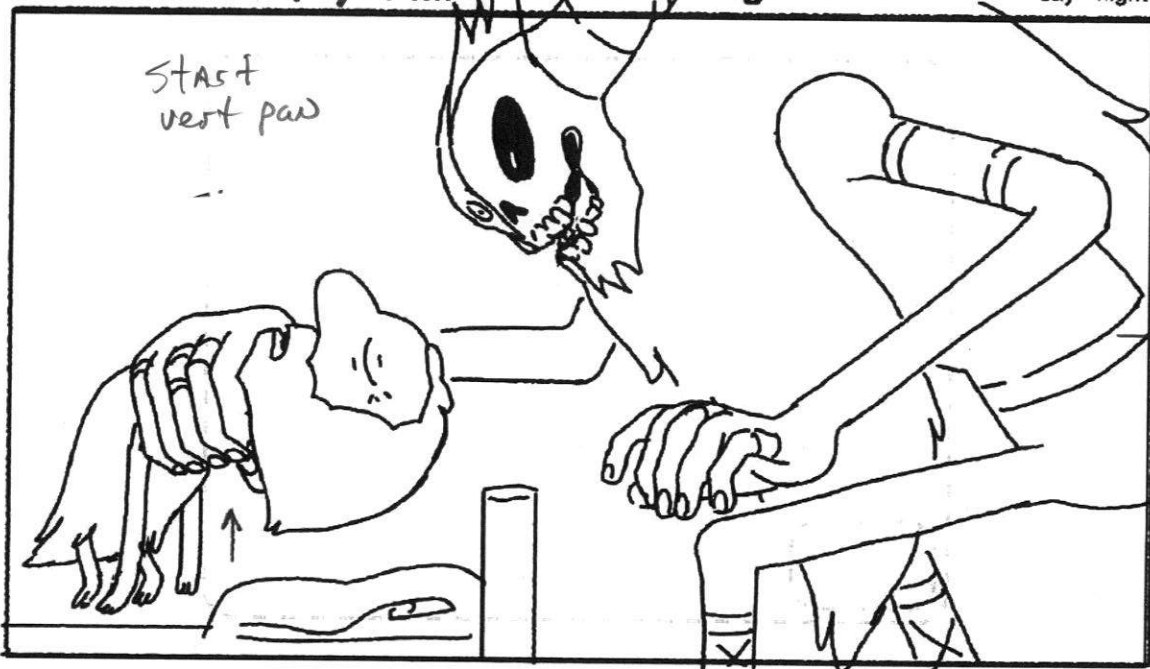


Sc. 140 CONT

Pnl. B

Bg.

day night

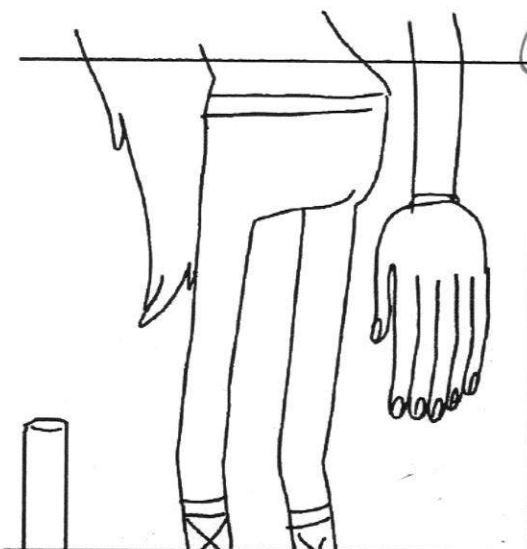
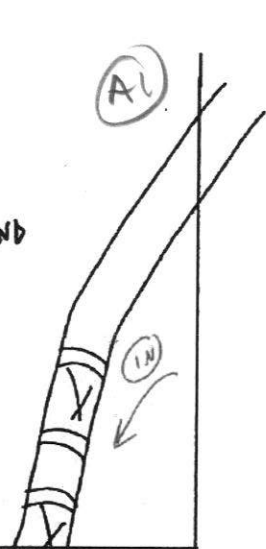


Dialog:

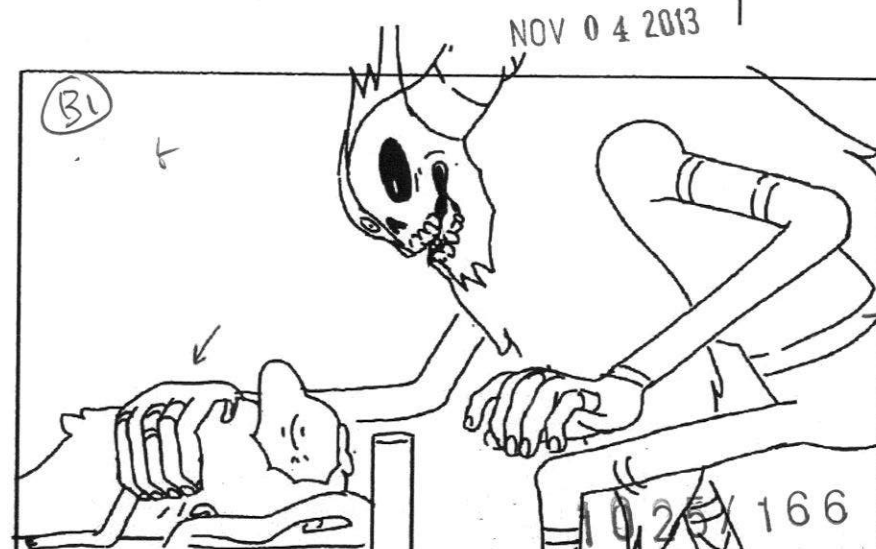
Action:

LICH WALKS IN AND STANDS BY THE BED

Timing:



LICH LIFTS OLD PRISMO.



NOV 04 2013

EPISODE # 1025-166

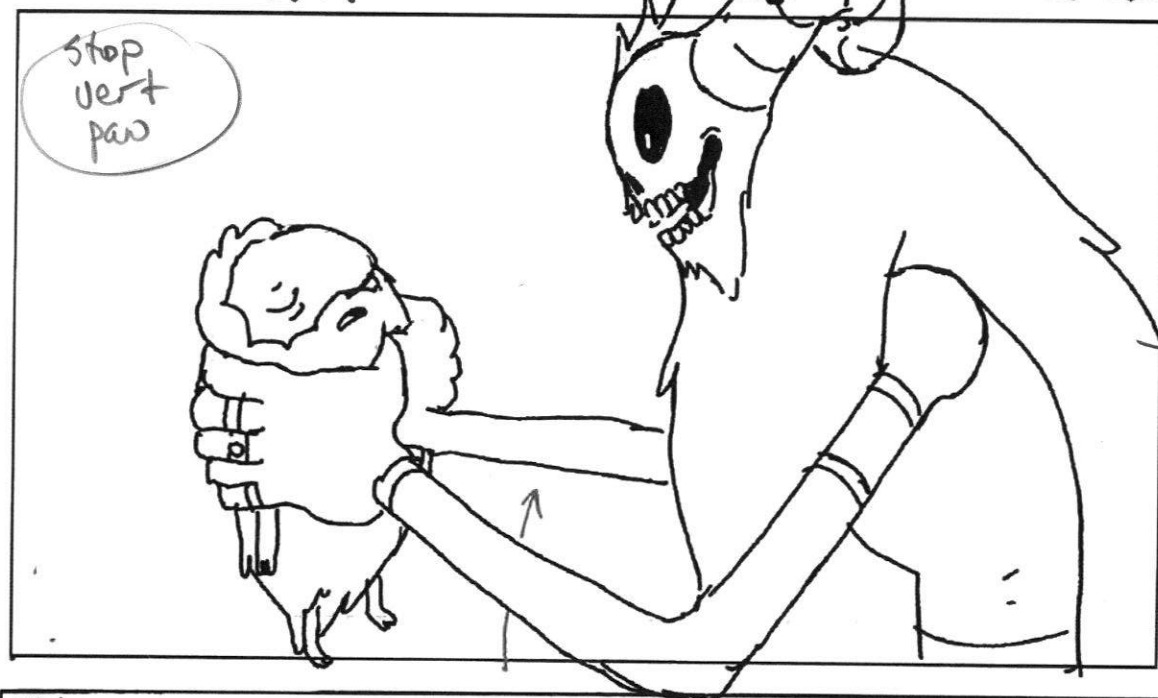
1025/166

# ADVENTURE TIME



Sc. 140 CONT Pnl. C

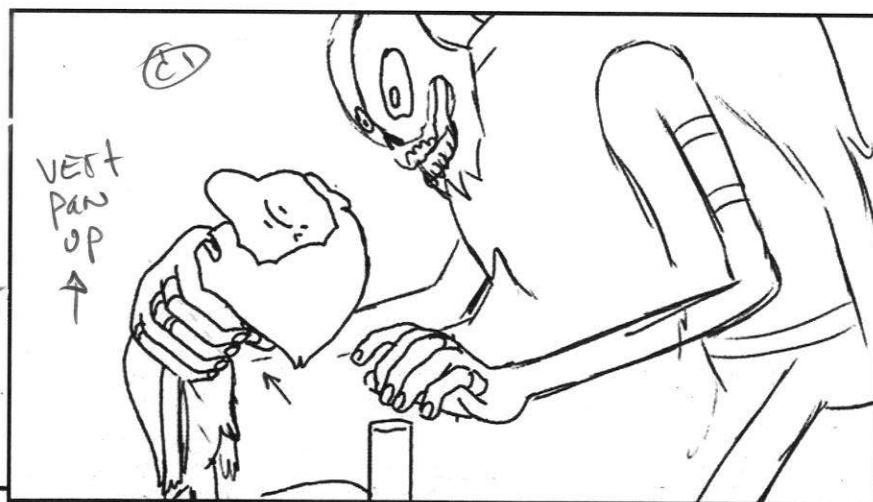
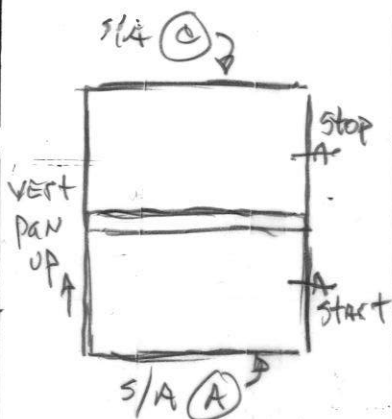
day night



Sc. 140 CONT Pnl. D



Dialog:



LICH : WAKE UP.

starts violently shaking old PRISMO

NOV 04 2013

Production :

1025-166

EPISODE #

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Page 164  
164A NEXT  
day night

1025/166

991/970

Ho Cut

# ADVENTURE TIME



Sc. 140A

Pnl. A

Bg.

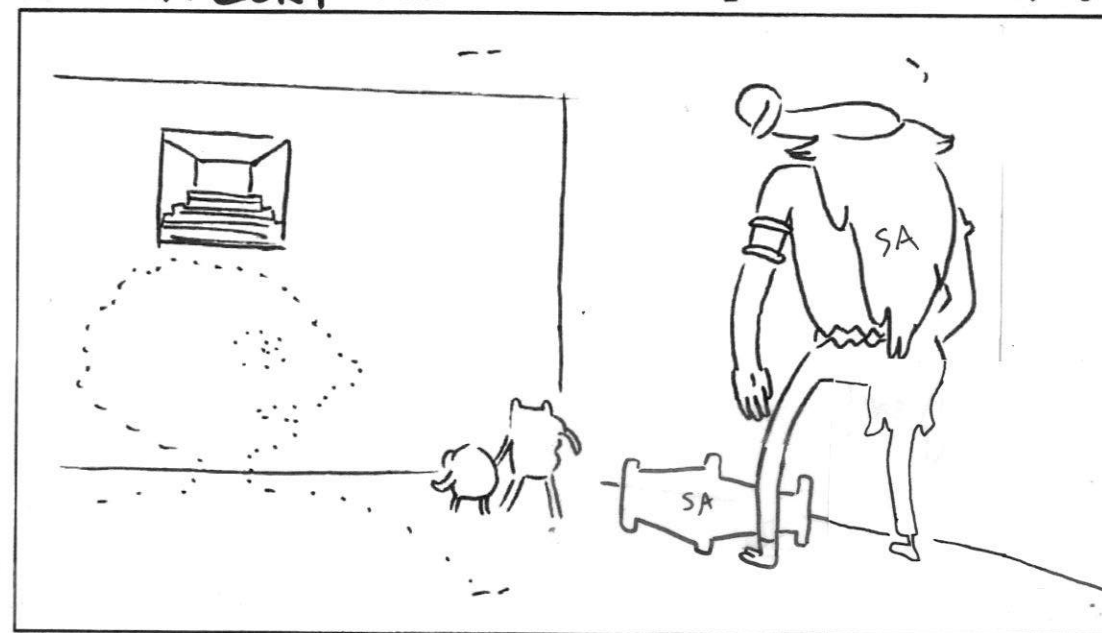
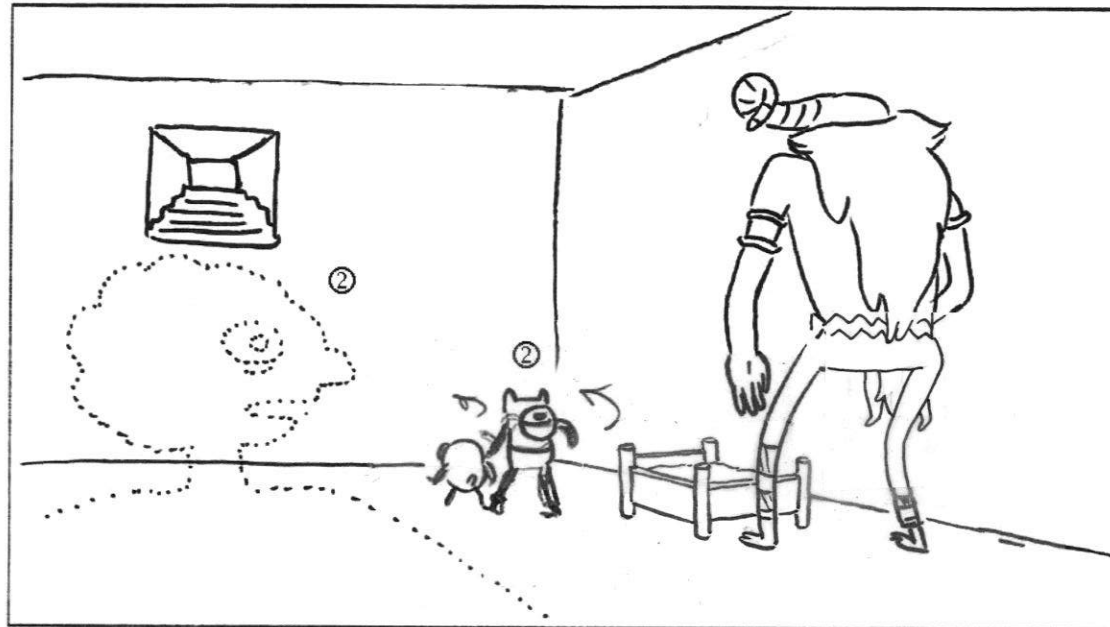
day night

Sc. 140A CONT Pnl.

B

Bg.

Page 164A  
165 NEXT  
day night



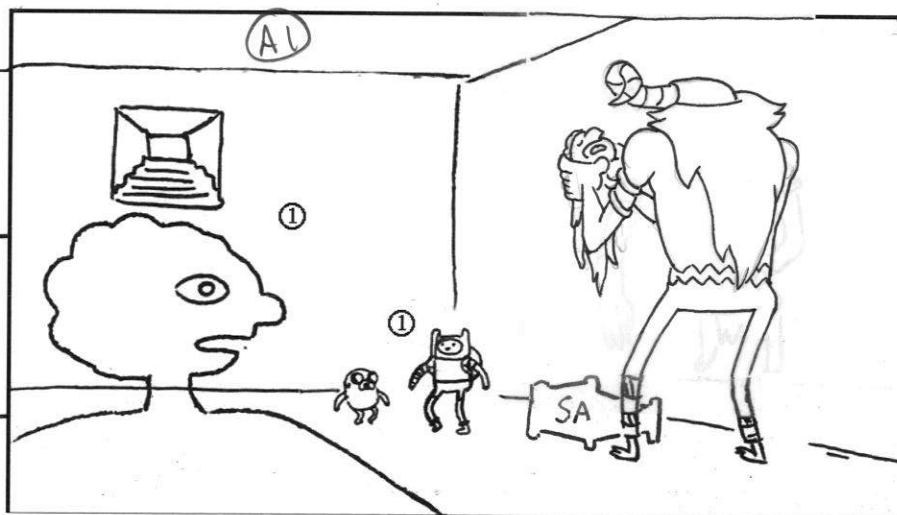
Dialog:

P: WHU-

Action:

- F+J TURN QUICKLY

Timing:



P: wait I'VE

(PRISMO FADES AWAY) ~~~~>

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

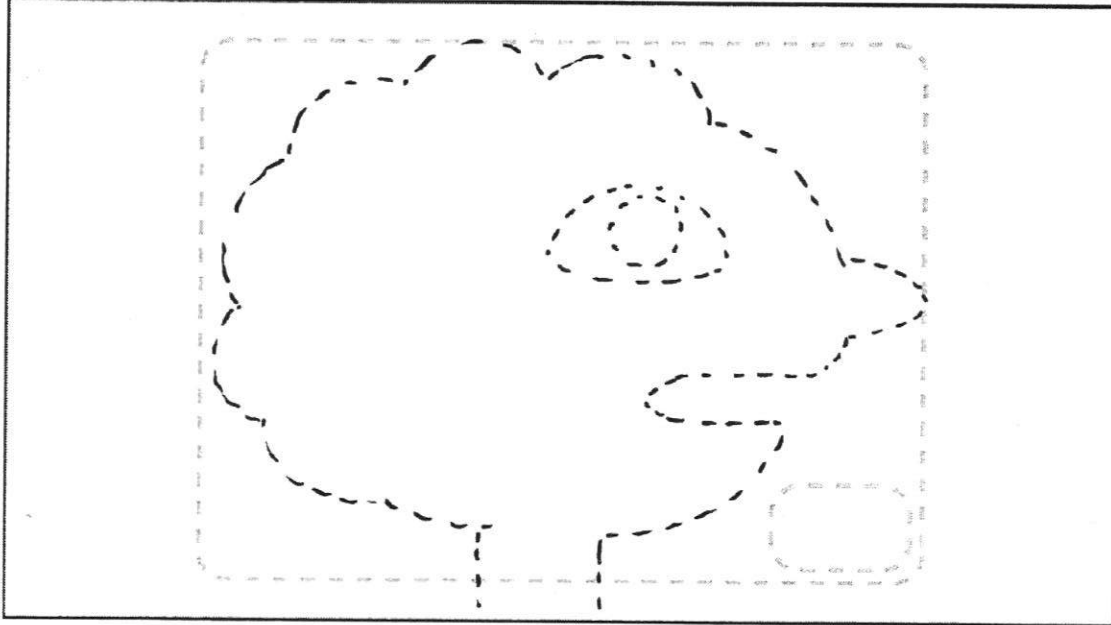
1025/166

## ADVENTURE TIME

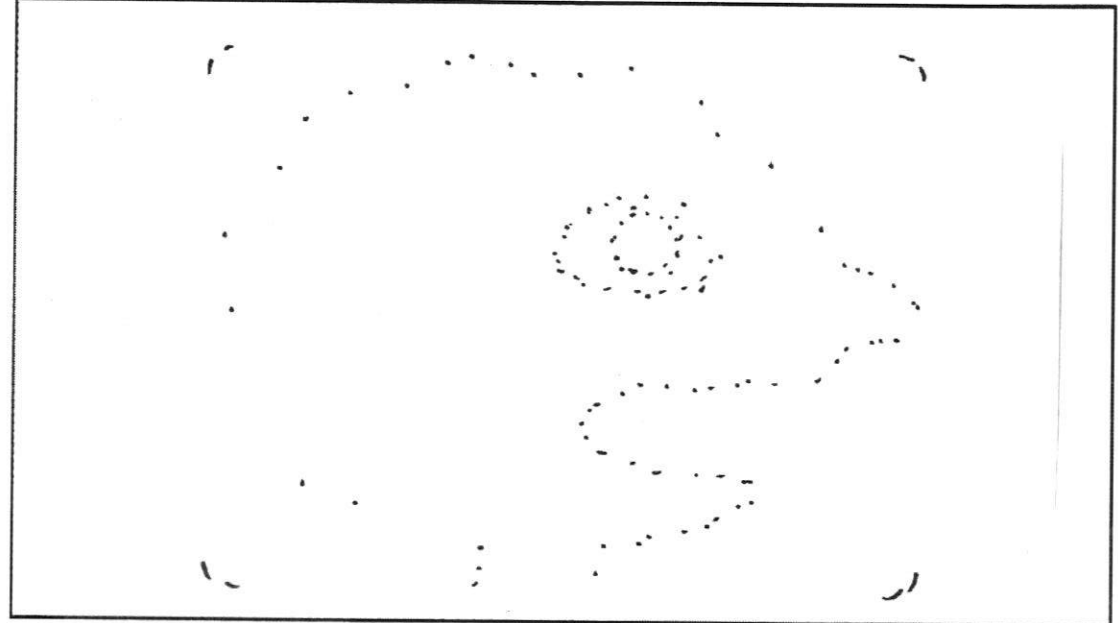


Page 165

Sc. 141 Pnl. A Bg. day night



Sc. 141 CONT Pnl. B Bg. day night



Dialog:

P: CHANGED MY —

P (GASP)

Action:

(PRISMO FADES AWAY)

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



*cut*

Page 166

Sc.

141 *cont* Pnl.

C

Bg.

day night

Sc.

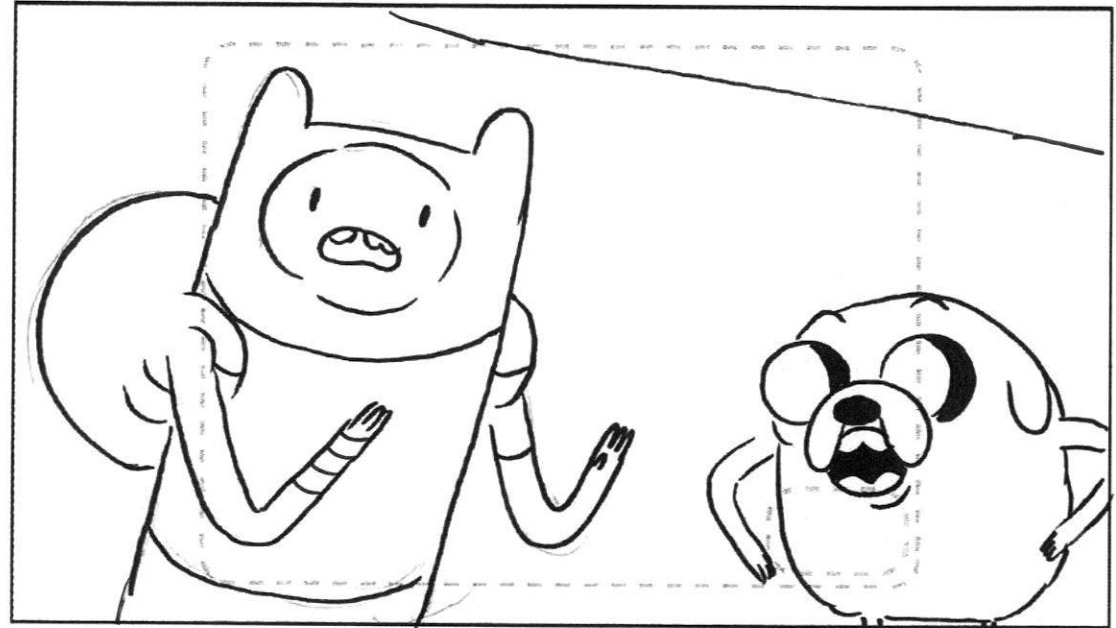
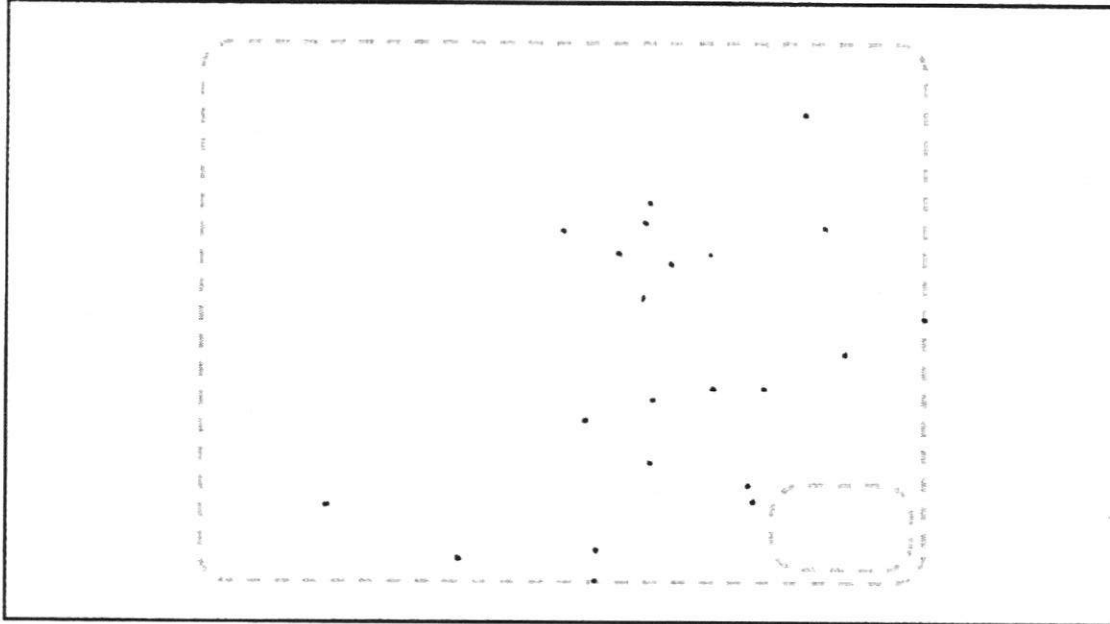
142

Pnl.

A

Bg.

day night



Dialog:

(J) (GASP)

Action:

(FADES TO NOTHING)

NOV 04 2012

Timing:

EPISODE #

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Production :

1025/166

1025/166

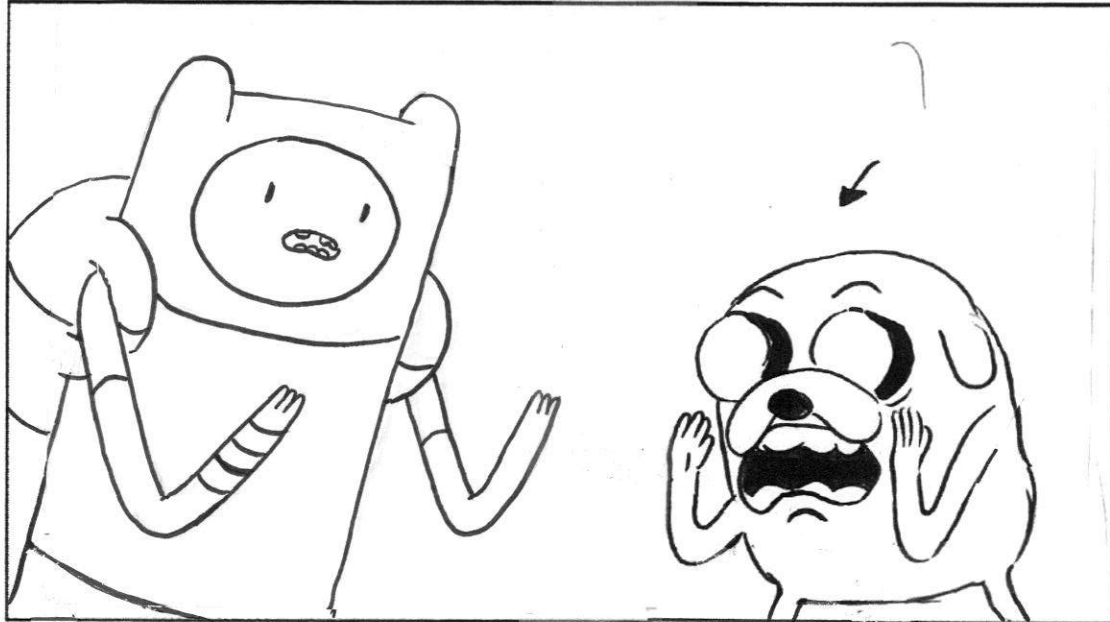


# ADVENTURE TIME

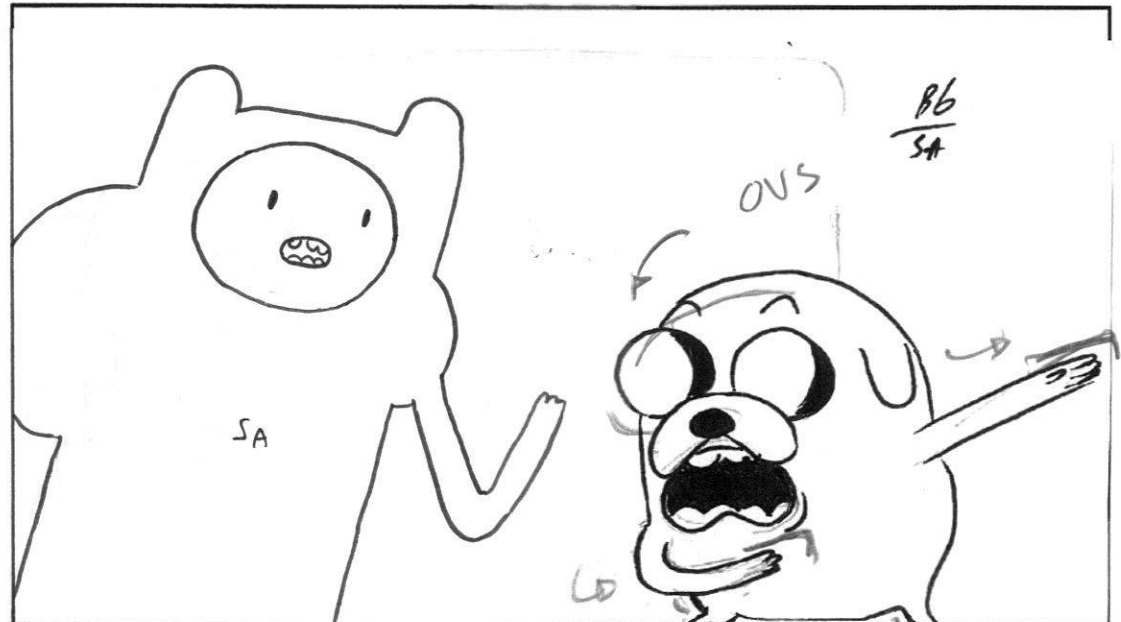


Page 167

Sc. 142 cont Pnl. B Bg. day night



Sc. 142 cont Pnl. C Bg. day night



Dialog:	J/ PRISMO, DON'T WORRY!	J/ I'LL PUT THE OLD MAN TO SLEEP AND GET YOU BACK!
Action:		
Timing:		



EPISODE # 1025-166

1025/166

Production :

1025/166

1025/166

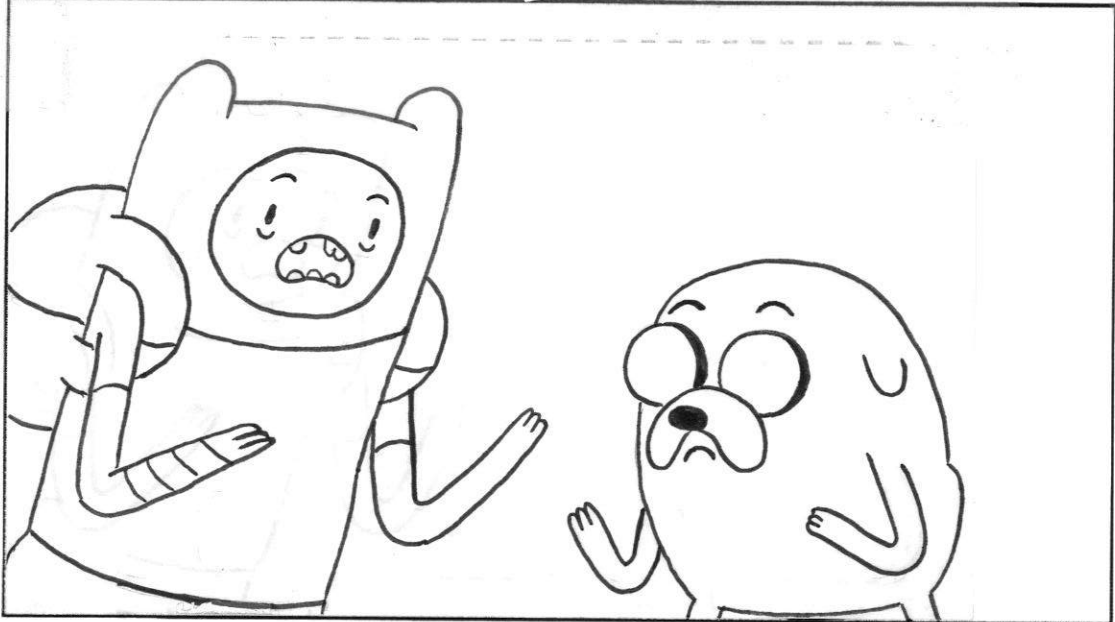
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# ADVENTURE TIME

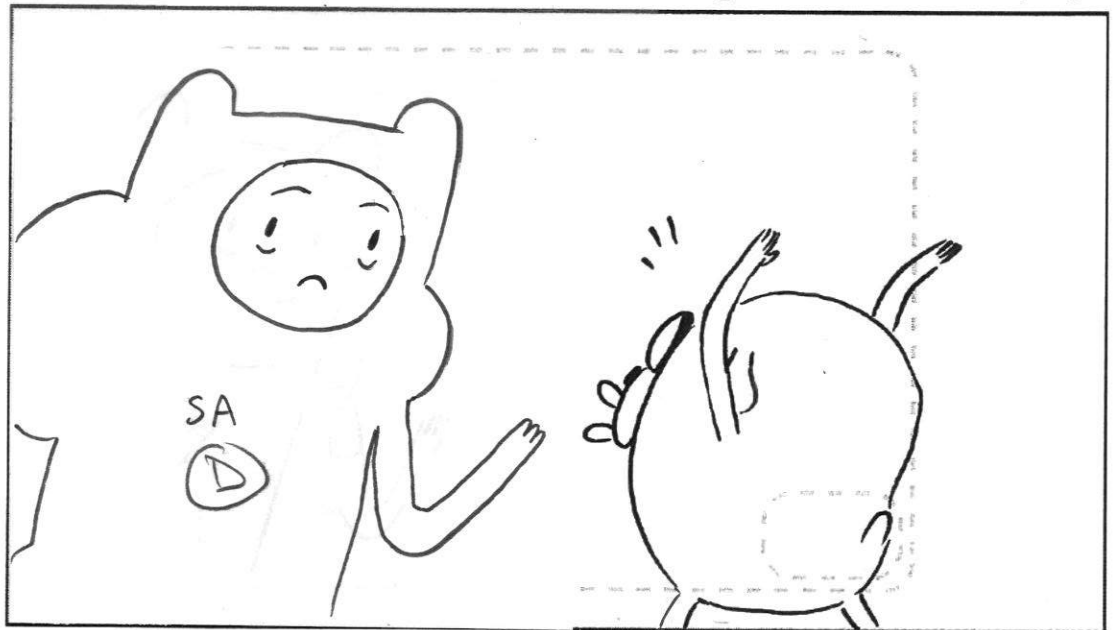


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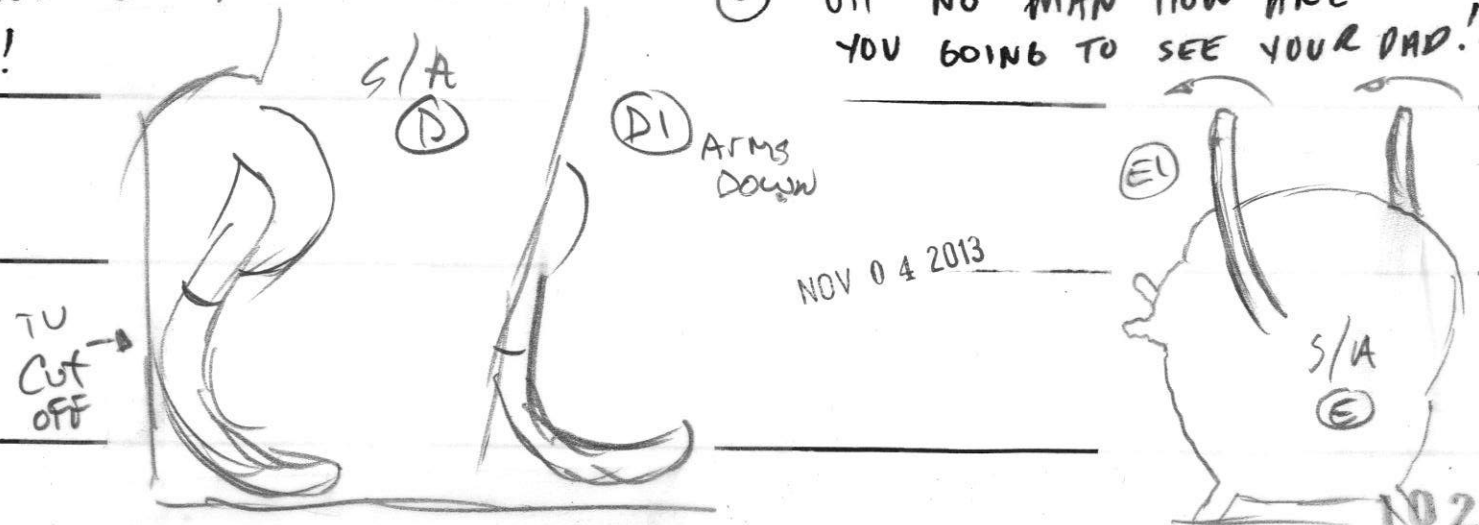
Sc. 142 ~~CONT~~ Pnl. D Bg. day night



Sc. 142 ~~CONT~~ Pnl. E Bg. day night



Dialog:	(F) DUDE, THAT MEANS THE LICH JACICED OUR ENTRY INTO THE CITADEL!
Action:	(S/A) (D) (D) ARMS DOWN
Timing:	(E) OH NO MAN HOW ARE YOU GOING TO SEE YOUR DAD!?



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1025/166

Production :

1025/166

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1025/166

# ADVENTURE TIME



Sc.

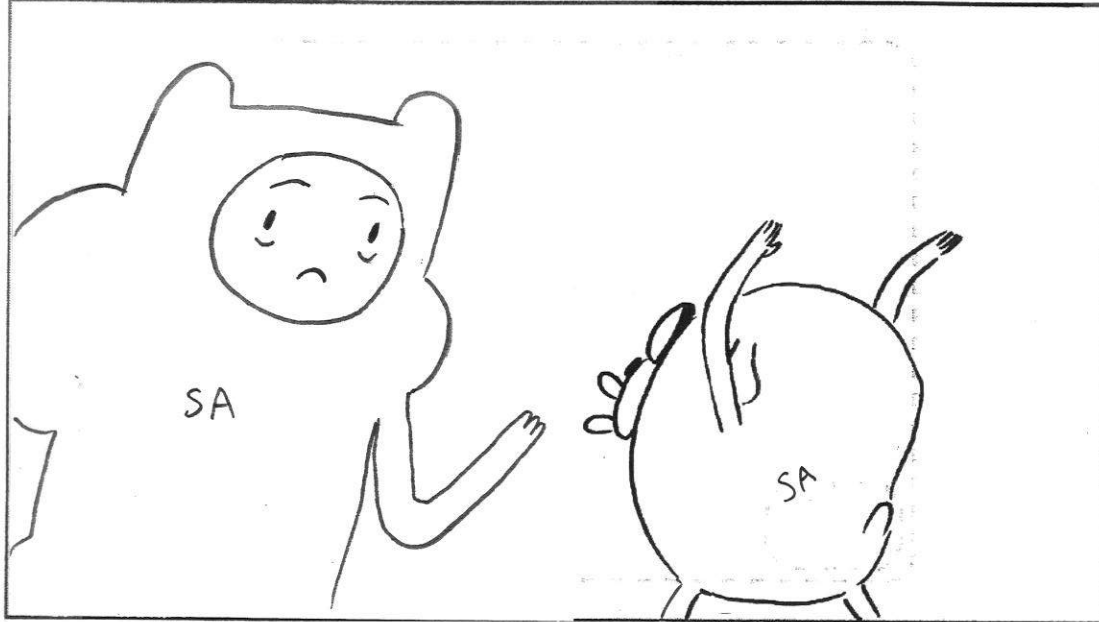
142 cont

Phl.

F

Bg.

day night



Sc.

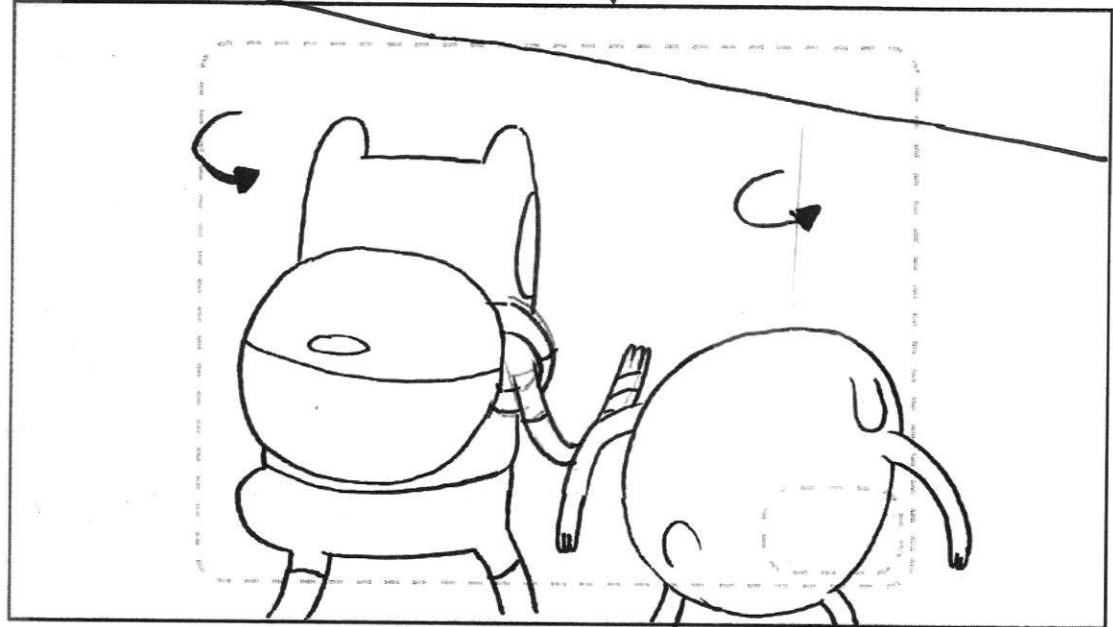
142 cont

Phl.

G

Bg.

day night



Dialog:

OLD PRISMO: (VO) hello?

Action:

OLD PRISMO: (VO) Who are you guys?

Timing:

FLIP OVER TO LOOK NOV 04 2013

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EPISODE #

1025-166

Production :

1025/166

1025/166

1025/166

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Cut

143 Pnl.

A Bg.

day night Sc.



143 CONT Pnl.

B Bg.

Page 170 day night



1025-166

EPISODE #

Cut

1025/166

(P) CAN ANY OF YOU  
strangers tell me

(OP) I'm done with  
my nap

(A1) How to go home.

ACTION:



NOV 04 2013

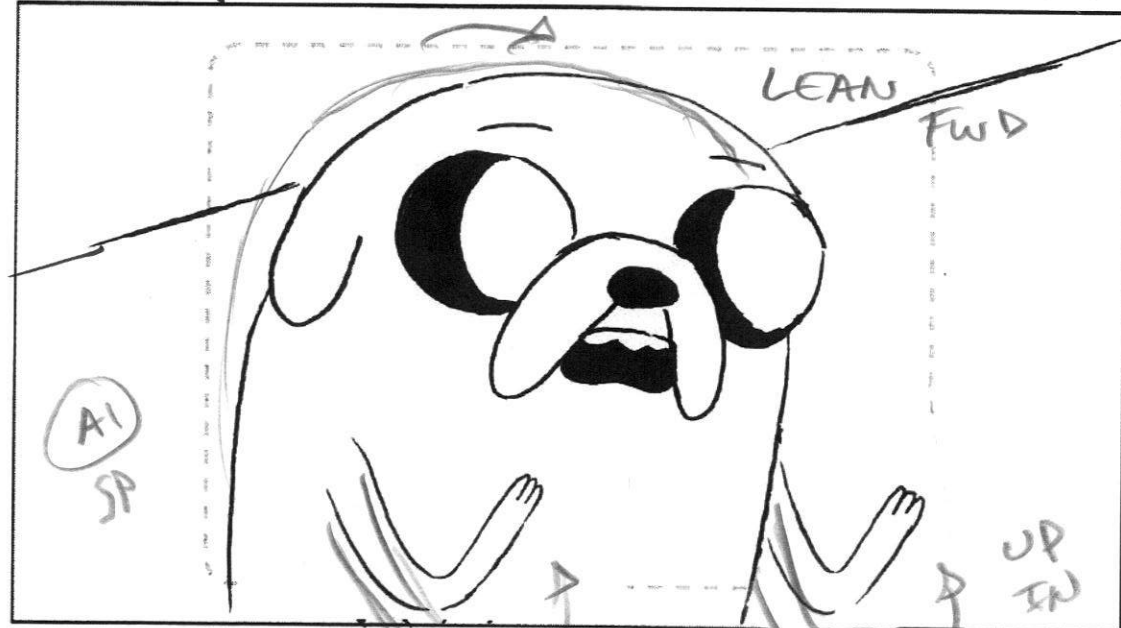
Production :

1025/166

# ADVENTURE TIME



Sc. **144** Pnl. **A** Bg. day night



Sc. **145** Pnl. **A** Bg. night



Dialog:

(J) OLD MAN PRISMO ....

(L) ... heavy breathing ...

Action:

Timing:

NOV 04 2013

Production :

EPISODE # 1025-166

1025/166

1025/166

# ADVENTURE TIME



Page 172  
day night

Sc.

145 *cont* Pnl.

*B*

Bg.

day night



Sc.

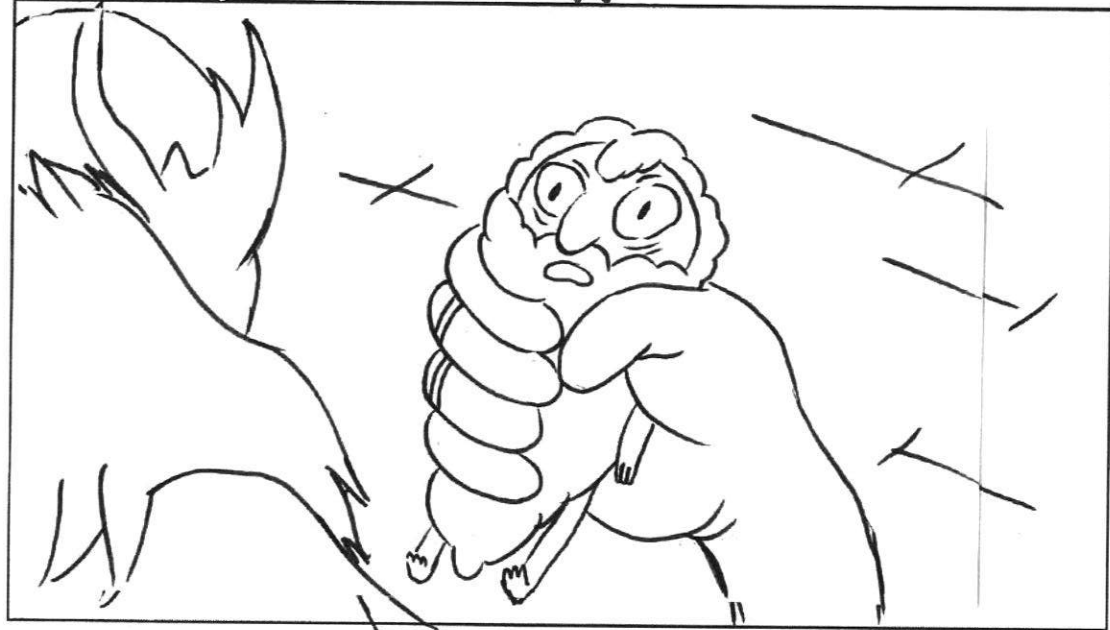
146

Pnl.

*A*

Bg.

day night



Dialog:

OP/ I just woke up from my nap. Ah-

Action:

(LIFTS UP OLD MAN PRISMO)

NOV 04 2013

Timing:

(B1)



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Production :

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1025/166

*Ho Cut*



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Ho  
Cost

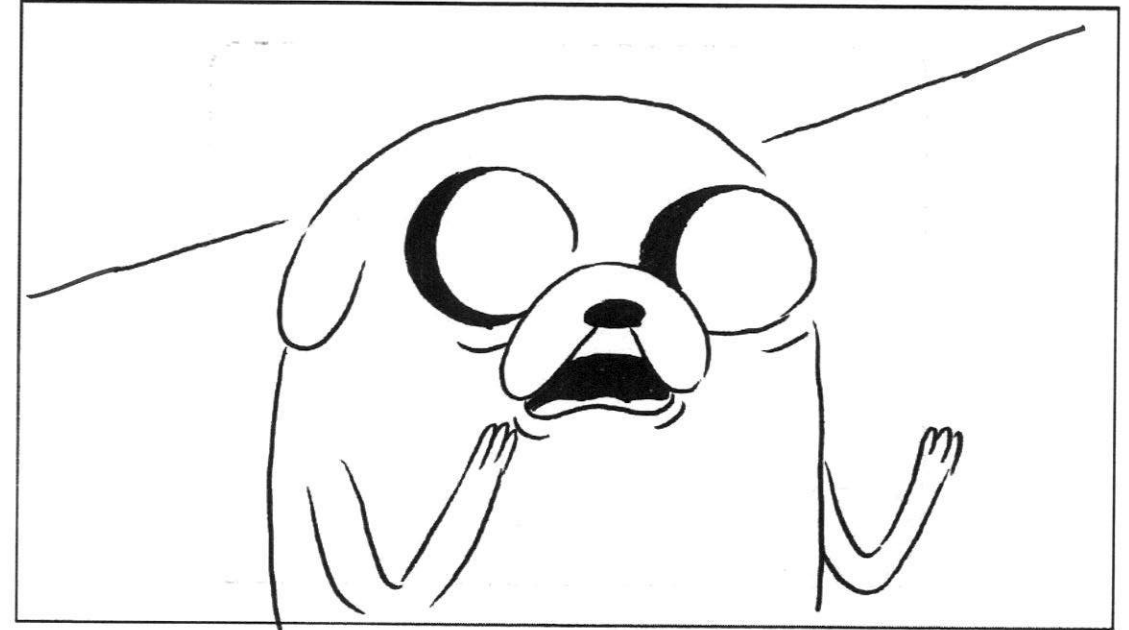
# ADVENTURE TIME



cut

Sc. 147 Pnl. A Bg. day night

Sc. 148 Pnl. A Bg. day night



Dialog:	OP/ but I'm ready to go back to bed. I'd like to go home and take a nap.	(5) (Whispery) NO OLD MAN PRISMO,
Action:		
Timing:		

NOV 04 2013

1025-166

EPISODE #

1025/166

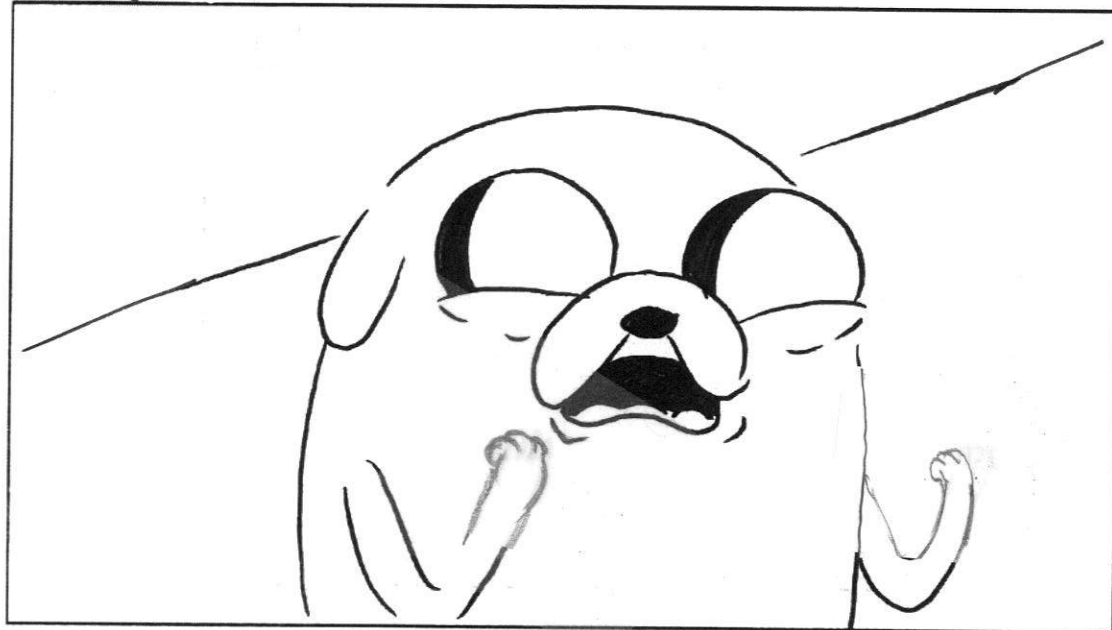
Production :

1025/166

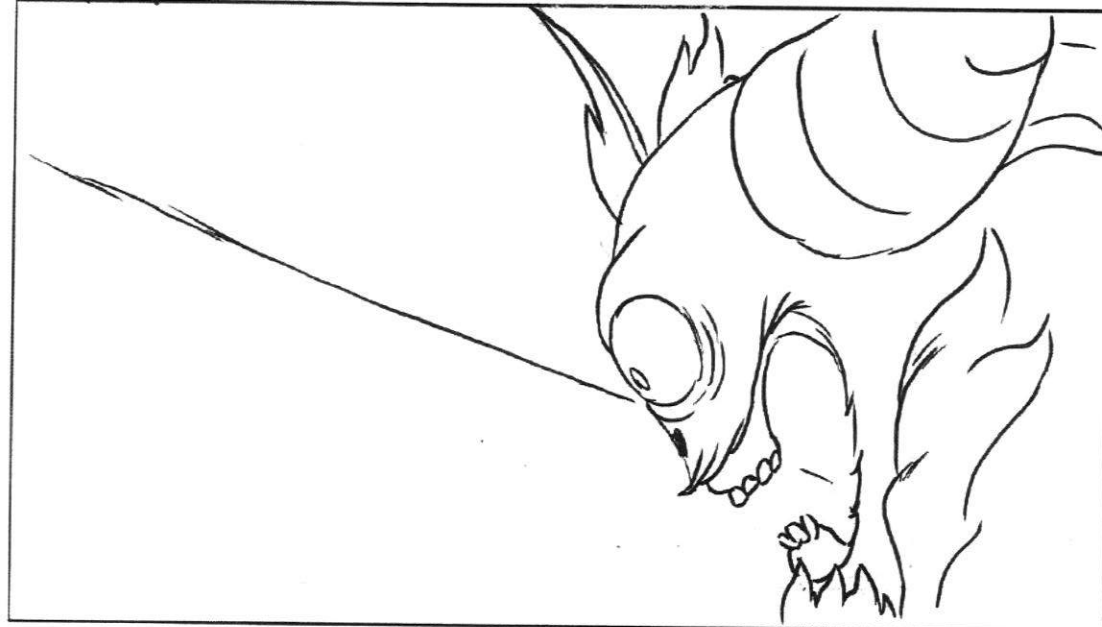
# ADVENTURE TIME



Sc. **148 CONT** Pnl. **B** Bg. day night



Sc. **149** Pnl. **A** Bg. day night



Dialog:

J: DON'T TALK TO HIM.

Action:

Timing:

NOV 04 2013

Page **174**

EPISODE # **1025-166**

Production :

**1025/166**

**1025/166**

**1025/166**

# ADVENTURE TIME



Page 175

Sc. 149 cont Pnl. B Bg. day night



Sc. 149 cont Pnl. C Bg. day night



Dialog:	<u>O.P.:</u> ARE YOU MY SON?	<u>LICH:</u> [ EXHALE ]
Action:	(LIFTS PRISMO UP) slowly	(BLACK SMOKE COMES OUT)
Timing:		NOV 04 2013



EPISODE # 1025-166

1025/166

Production :

1025/166

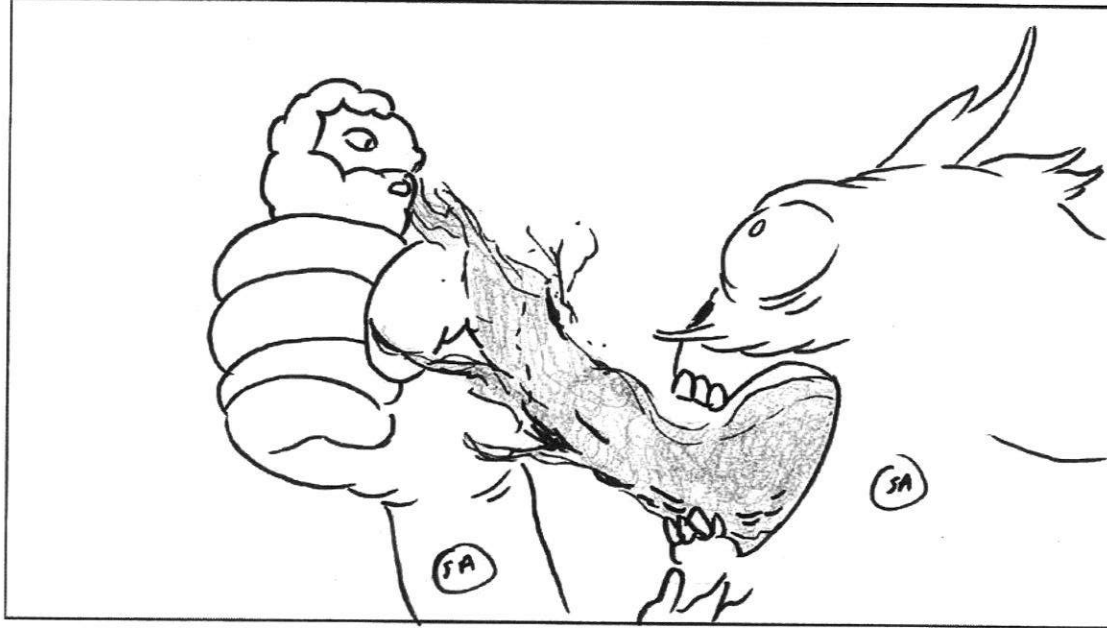
# ADVENTURE TIME



*Ho Cut*

Page 174

Sc. 149 CONT Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 04 2013

EPISODE #

1025-166

1025/166

Production :

1025/166

40 cut

# ADVENTURE TIME



Page 177

Sc.

150

A

day night

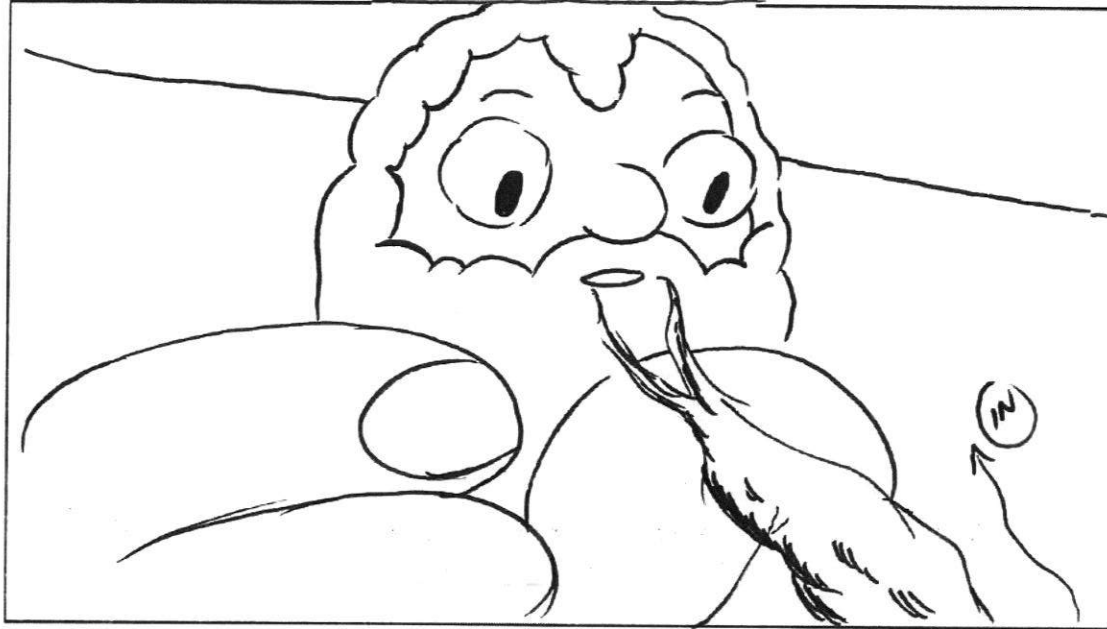
Sc.

150 cont Pnl.

B

Bg.

day night



Dialog:

SFX: FSHHH

Action:

DEATH-SMOKE ENTERS SHOT

GOES INTO HIS NOSE

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

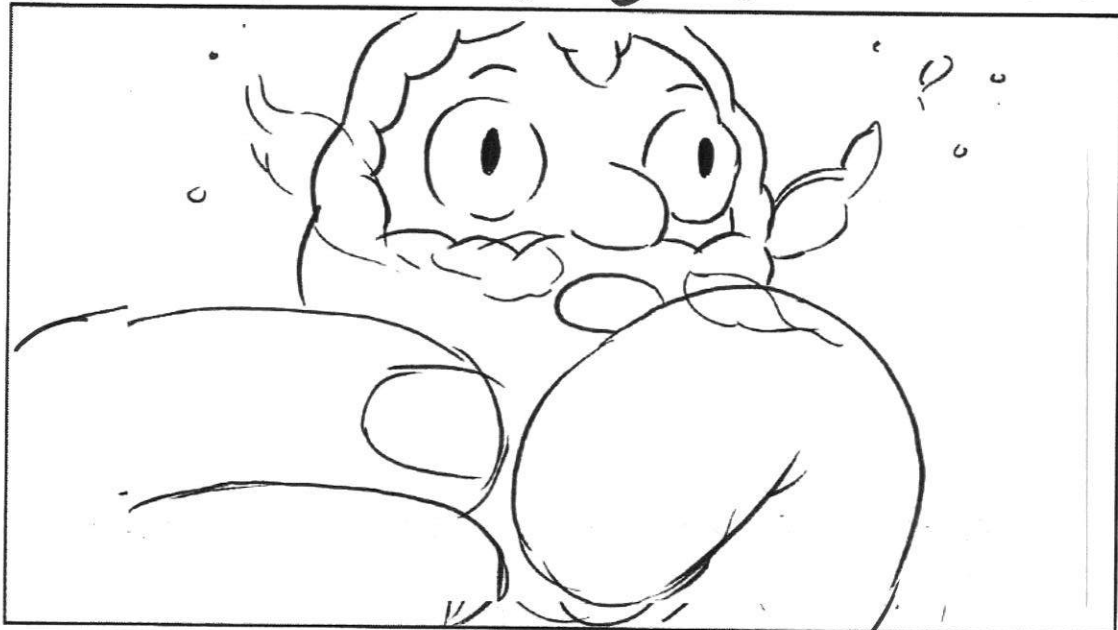
1025/166

# ADVENTURE TIME



Page 178

Sc. 150 cont Pnl. C Bg. day night



Sc. 150 cont Pnl. D Bg. day night



Dialog:	(P) (GASP)
Action:	SMOKE DISSAPATES HEAD ROLLS BACK, STARTS TO SHAKE. NOV 04 2012
Timing:	

EPISODE # 1025-166

Production :

1025/166

1025/166



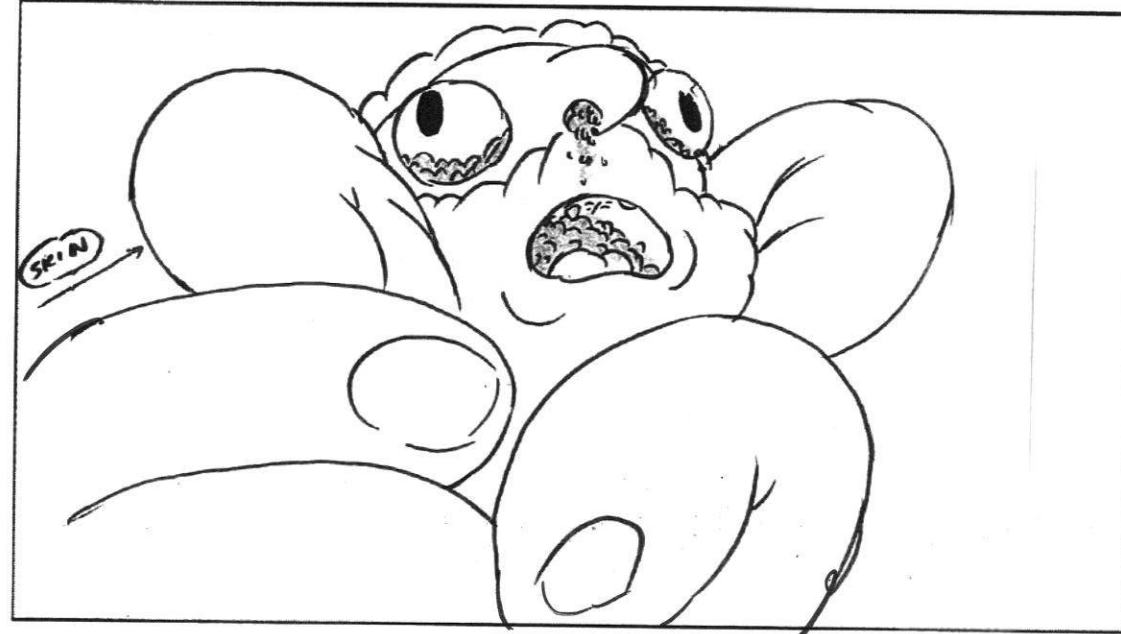
# ADVENTURE TIME



Page 179

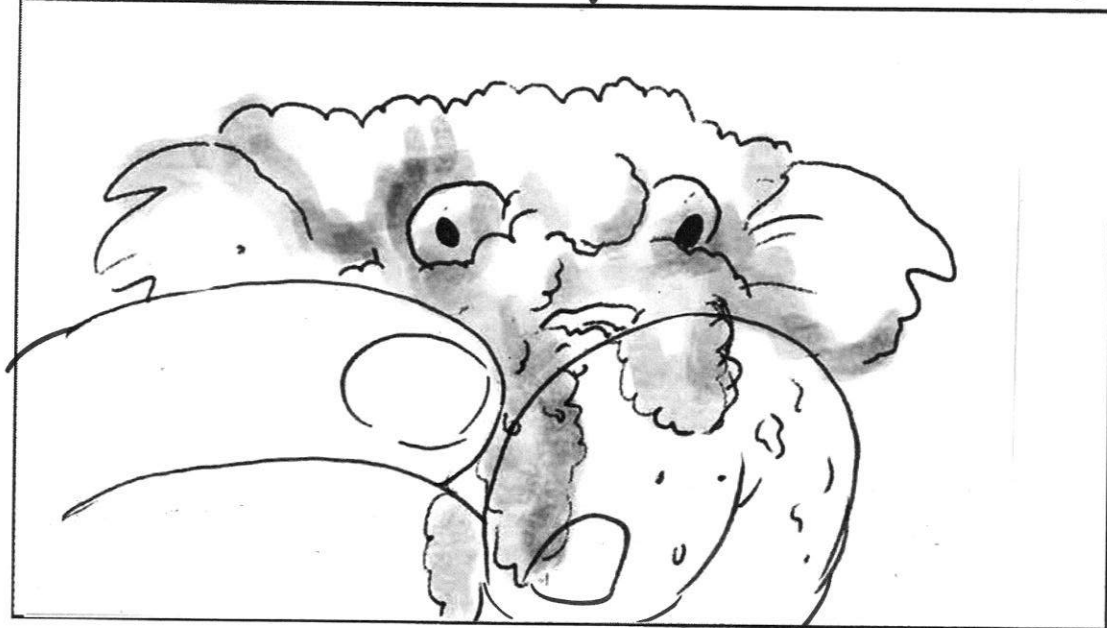
Sc. 150 CONT Pnl. E Bg.

day night



Sc. 150 CONT Pnl. F Bg.

day night



Dialog:	
Action:	<p>ARMS BLOAT UP</p> <p>DUST FALLS FROM NOSE, MOUTH, EYES</p> <p>DUST POURS OUT MORE,</p> <p>- CHARACTER SHAKES FROM BEING FULL</p> <p>- DUST CONTINUALLY POURS</p>
Timing:	

NOV 04 2013

1025-166

EPISODE #

1025/166

Production :

1025/166

1025/166

# ADVENTURE TIME



Sc.

150 CONT Pnl. G

Bg.

day night



Sc.

150 CONT Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

EPISODE #

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1025/166

Production :

1025/166

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# ADVENTURE TIME



Page 181

Sc.

150 CONT.

I

Bg.

day night

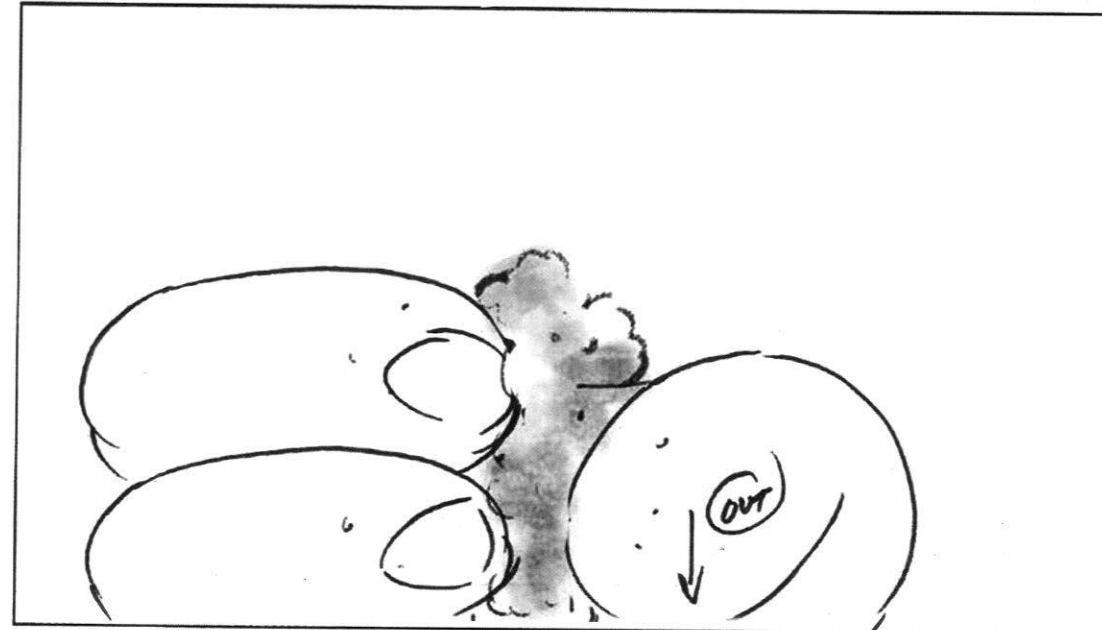
Sc.

150 CONT Pnl.

J

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2013

Production :

EPISODE #

1025-166

1025/166

1025/166

# ADVENTURE TIME



Page 182

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
150	cont	K		

*Cut*

EPISODE #

1025-166

1025/166

Dialog:
Action:
Timing:

NOV 04 2013

Production :

1025/166

991/c701025/166

1025/166

Cut

# ADVENTURE TIME



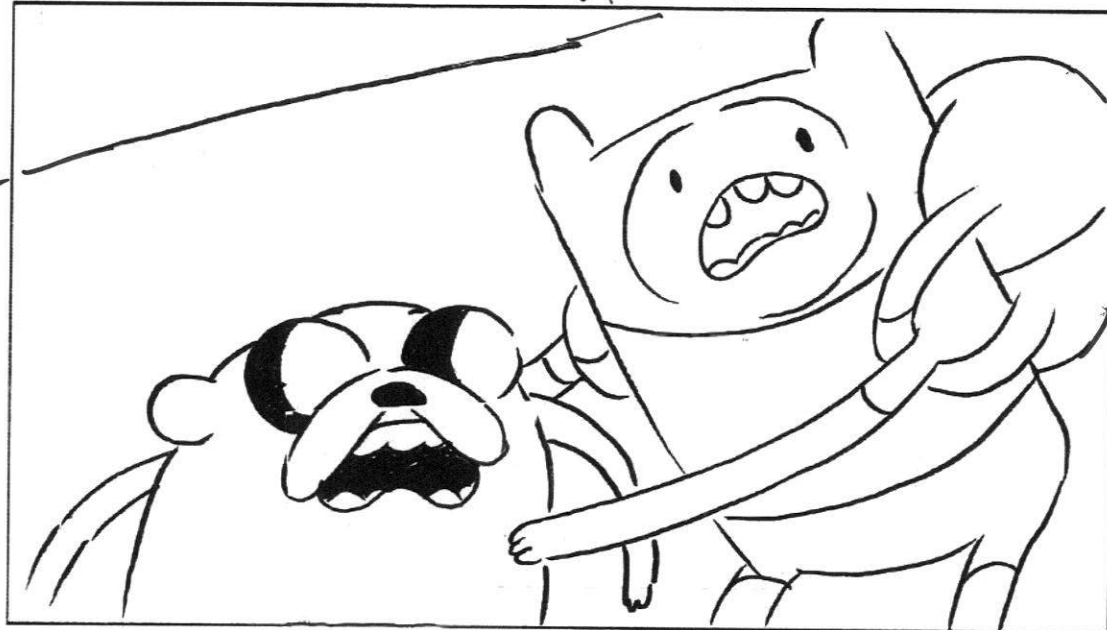
Page 183

Sc. 151

Pnl. A

Bg.

day night

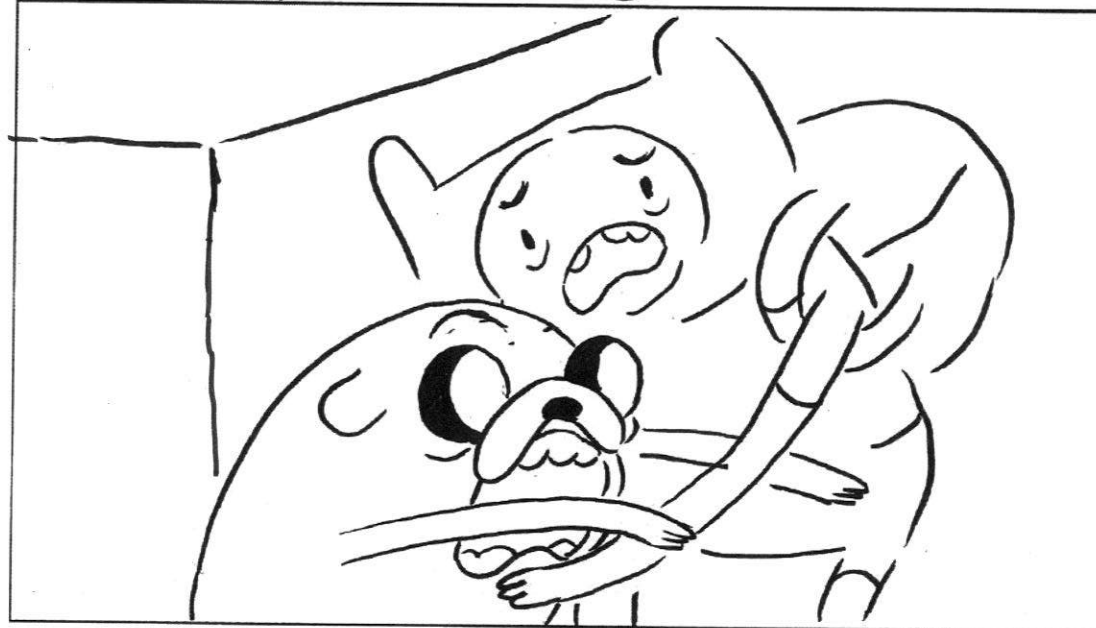


Sc. 151 *CONT*

Pnl. B

Bg.

day night



Dialog:

(J) OLD MAN PRISMO !!!

(P) NOO!!!

Action:

- NOV 04 2011

Timing:

EPISODE #

1025-166

1025/166

Production :

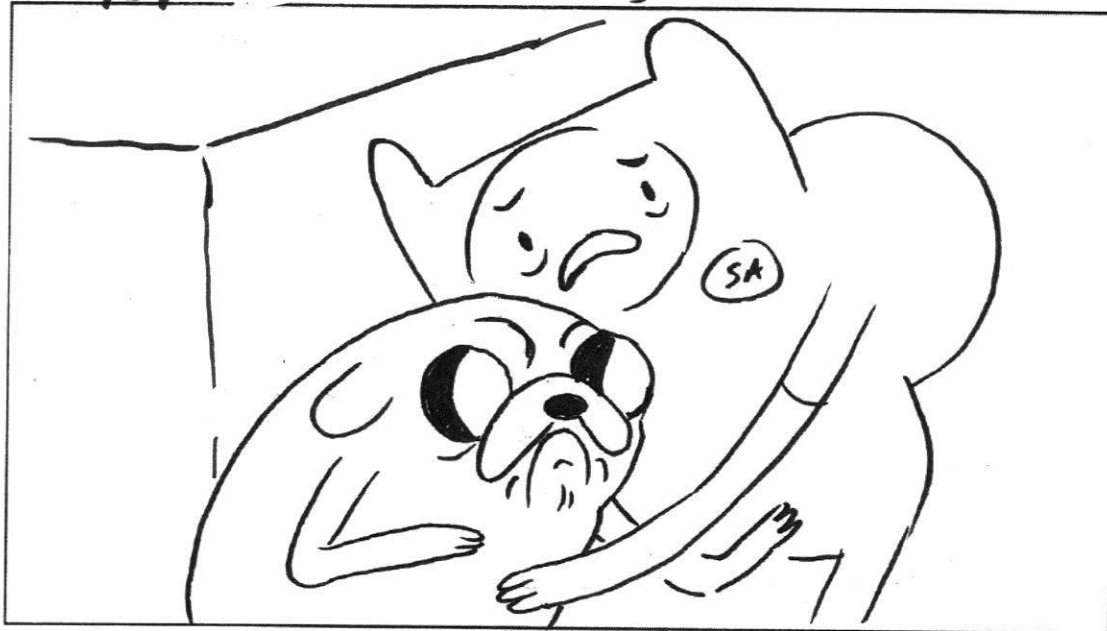
1025/166

# ADVENTURE TIME

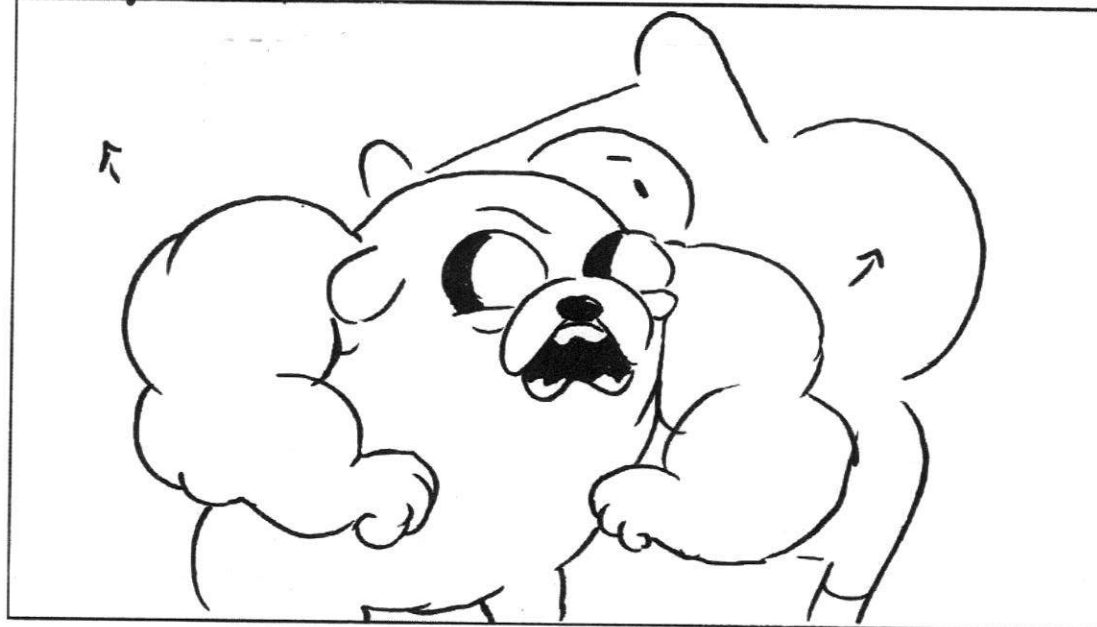


Page 184

Sc. 151 CONT Pnl. C Bg. day night



Sc. 151 CONT Pnl. D Bg. day night



Dialog:

⑤ (Take BREATHS HEAVILY)

NOV 04 2013

Action:

①2  
INHALE

Timing:



(Jake gets bigger and gets larger)



Production :

EPISODE #

1025-166

1025/166

1025/166

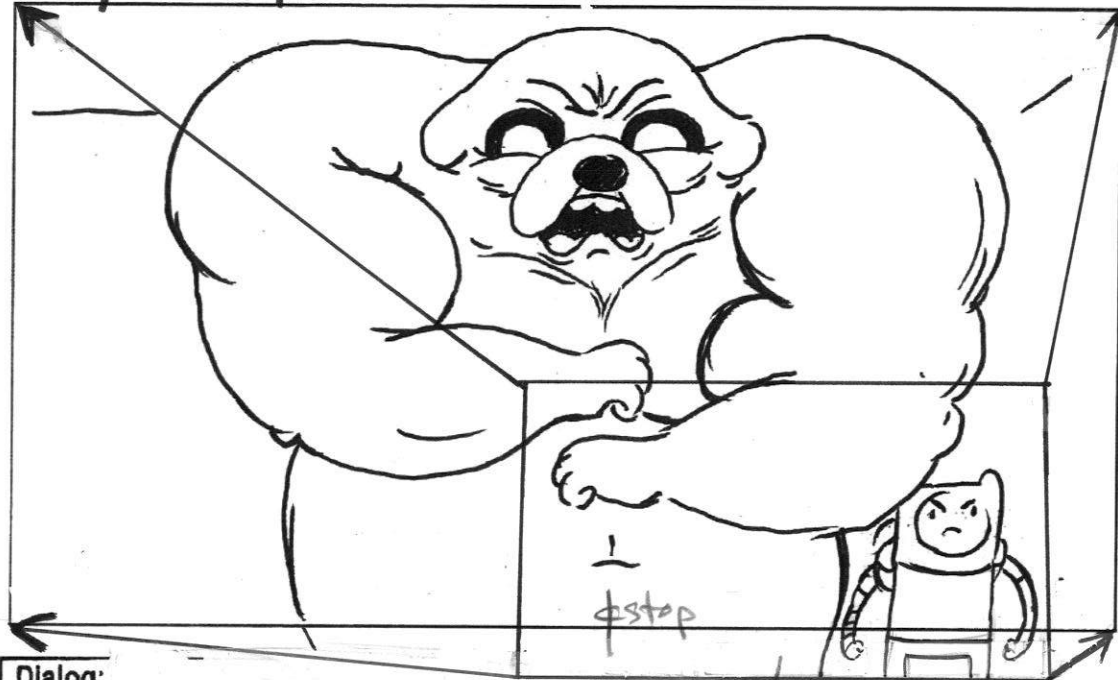


# ADVENTURE TIME



Page 185

Sc. 151 CONT Pnl. E Bg. day night



Dialog:

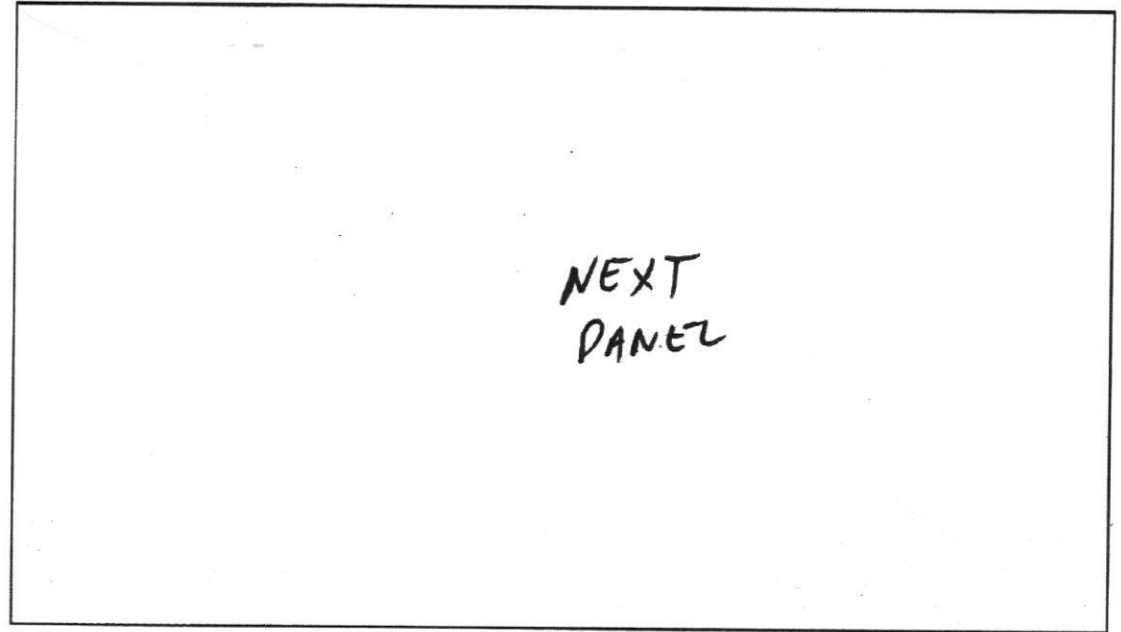
(5) LICH! I'M GONNA KILL YOU !!!

Diag truck out

Action:

Timing:

Sc. Pnl. Bg. day night



151 CONT E1



NOV 04 2013

EPISODE #

1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Sc.

151 CONT. P.M.

F

Bg.

day night

Sc.

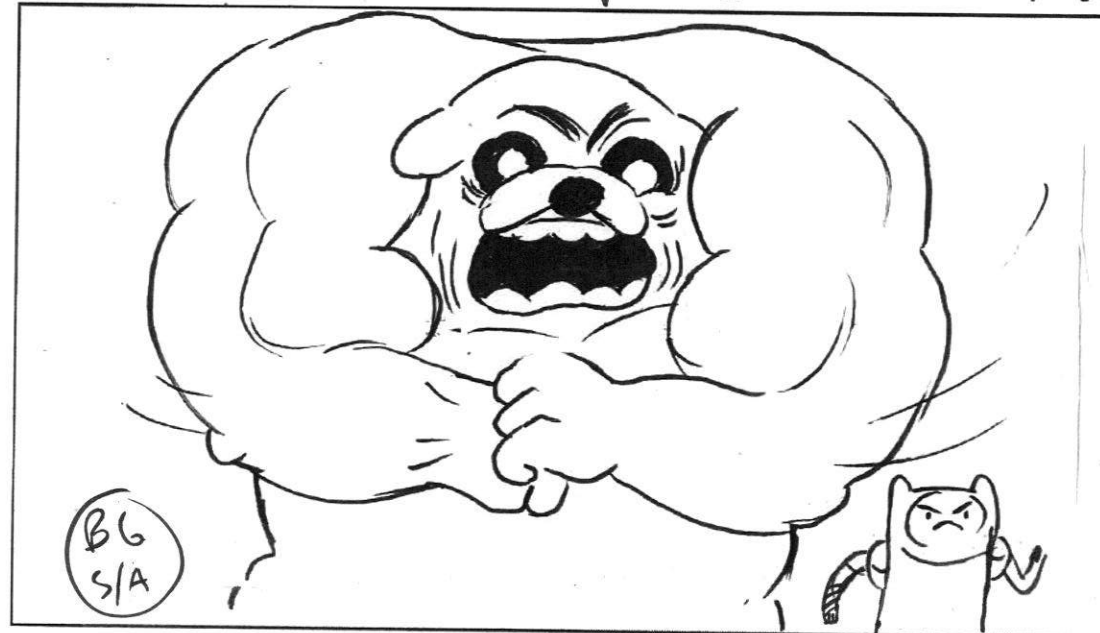
151 CONT. P.M.

G

Bg.

Page 186

day night



Dialog:

⑤ RAHHHHH !!  
SFX - (THUD!!!)

Action:

JAKE FLEXES

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

1025/166

# ADVENTURE TIME



Page 187

Sc.	Pnl.	Bg.	day night

WKT  
PANEL →

cut

Sc.	Pnl.	Bg.	day night
152	A		

HEAD DN  
shoulders up

WALL (A) LATT ACE

Dialog:	Action:	Timing:
	X	
	X	
<p>① HAHAHHAH!</p> <p>NOV 04 2011</p>		

HY cut

EPISODE #

1025-166

1025/166

Production :

1025/166

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1025/166

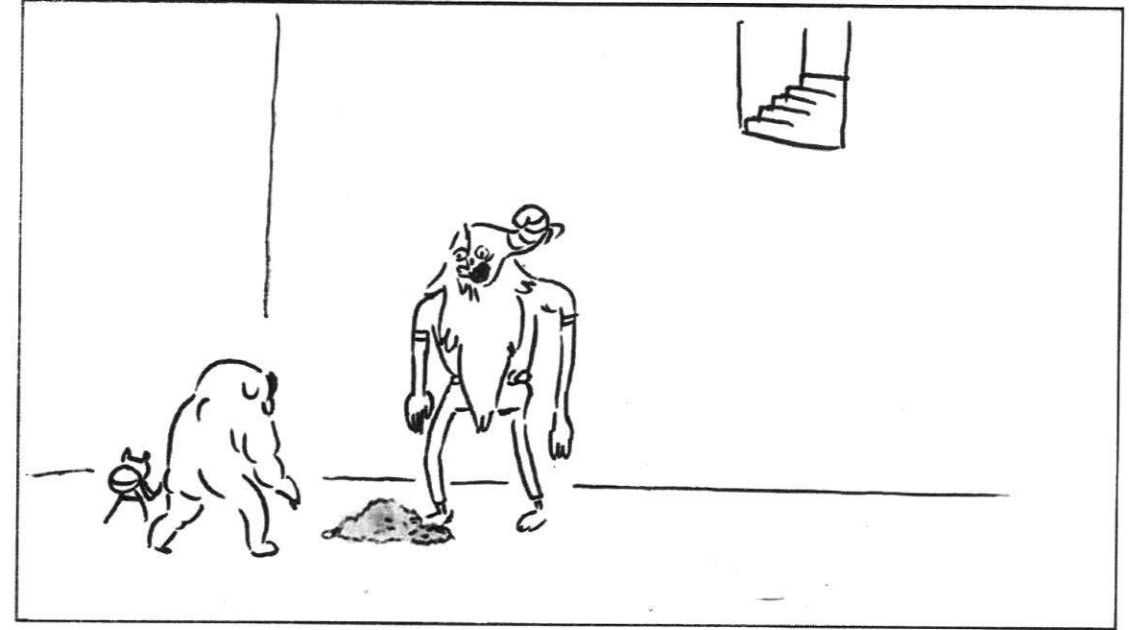
Hu  
cut

# ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night

Sc. 153 CONST Pnl. B Bg. day night



Dialog:	SFX (UIS) (LOUD HUMMING NOISE)
Action:	NOV 04 2013 wall behind 1ich FLICKERS ON LIKE A TELEVISION! SEE TOM'S REFERENCE IN NICK'S DROP box of a .gif he created.
Timing:	

1025-166

EPISODE #

1025/166

Production :

1025/166

# ADVENTURE TIME



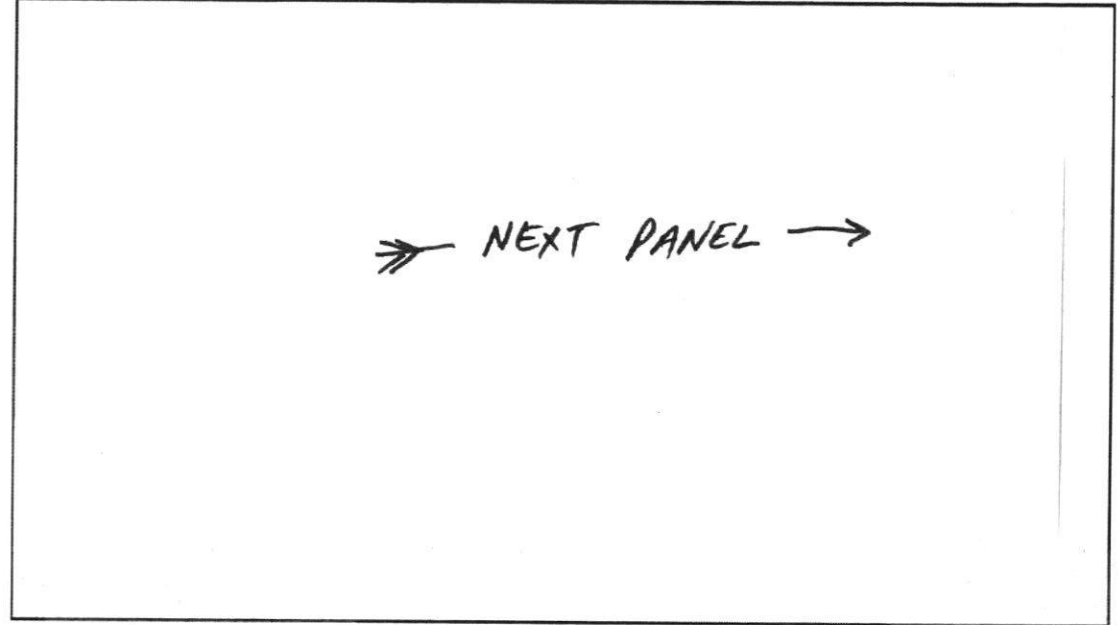
*HW  
Cut*

Page 169

Sc. 153 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

*cosmic guard appears through a transparent portion in the wall.*

Timing:

NOV 04 2013

EPISODE # 1025-166

Production :

1025/166

1025/166

# ADVENTURE TIME



Handwritten: Hu Cut 154

Page 190

Sc.	Pnl.	Bg.	day	night

Handwritten in Pnl.: GL7

Sc.	Pnl.	Bg.	day	night
	A			

Handwritten in Pnl.: Nebula cloud w/ slight pan

Dialog:
Action:
Timing:

Stamp: NOV 04 2013

EPISODE # 1025-166

Production :

1025/166

1025/166



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# ADVENTURE TIME

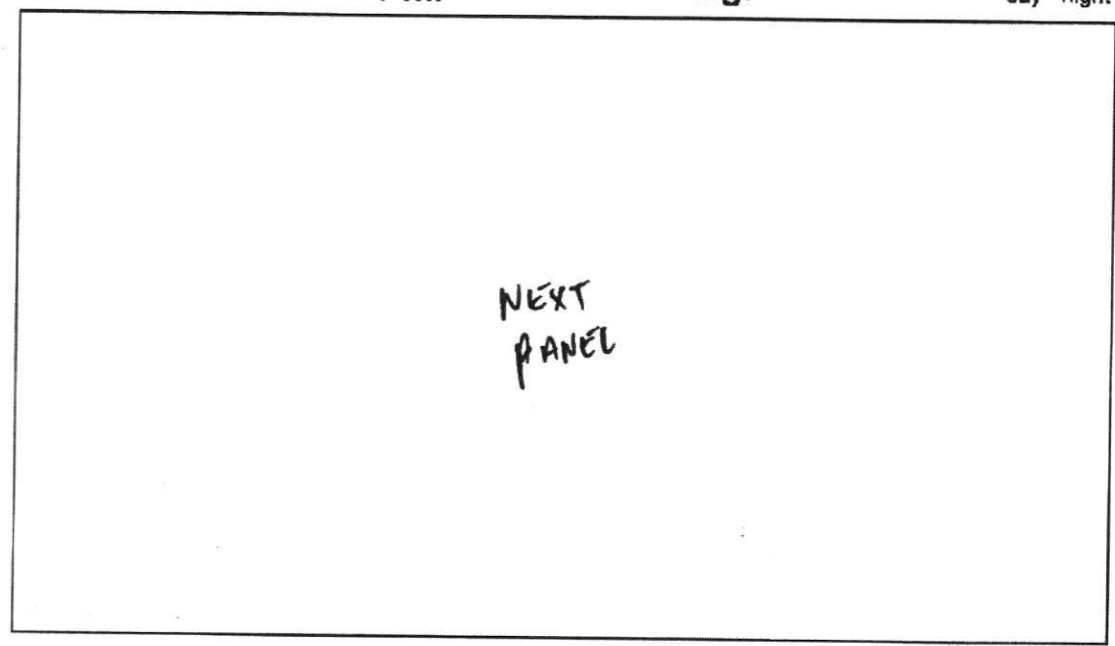
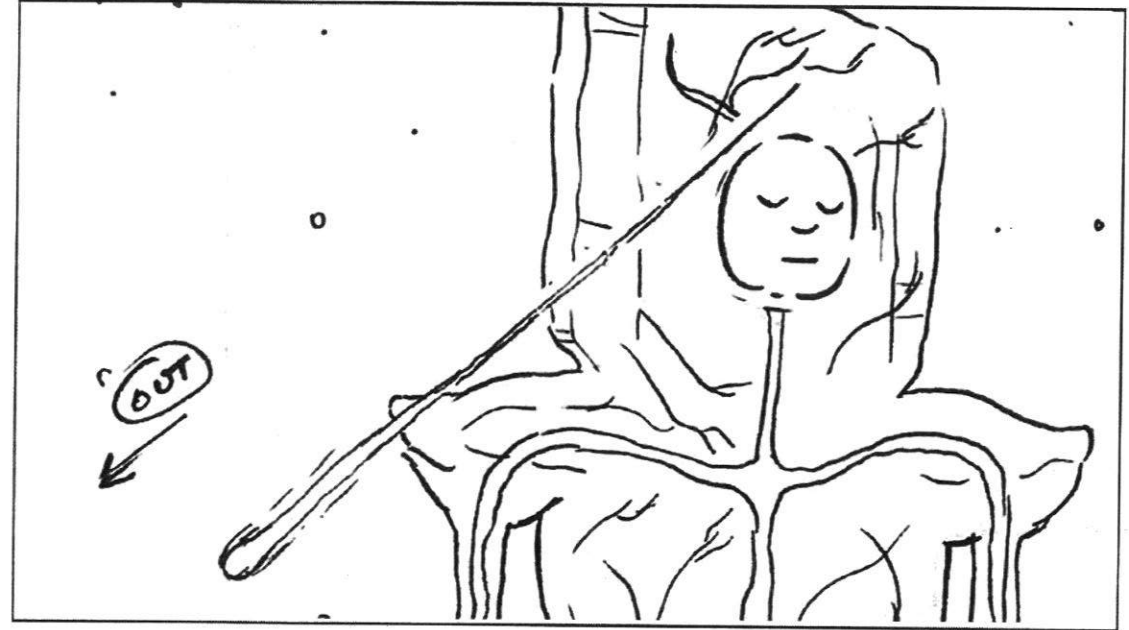



Ho  
Cut

Sc. **154** CONT Pnl. **B** Bg. day night

Sc. Pnl. Bg. day night

Page **191**



Dialog:
(B1) 
Action: (Beam shoots out of forehead)
Timing:

NOV 04 2011

EPISODE # **1025-166**  
Production :

1025/166

1025/166

1025/166



# ADVENTURE TIME

Sc. **155**

Pnl. **A**

Bg.

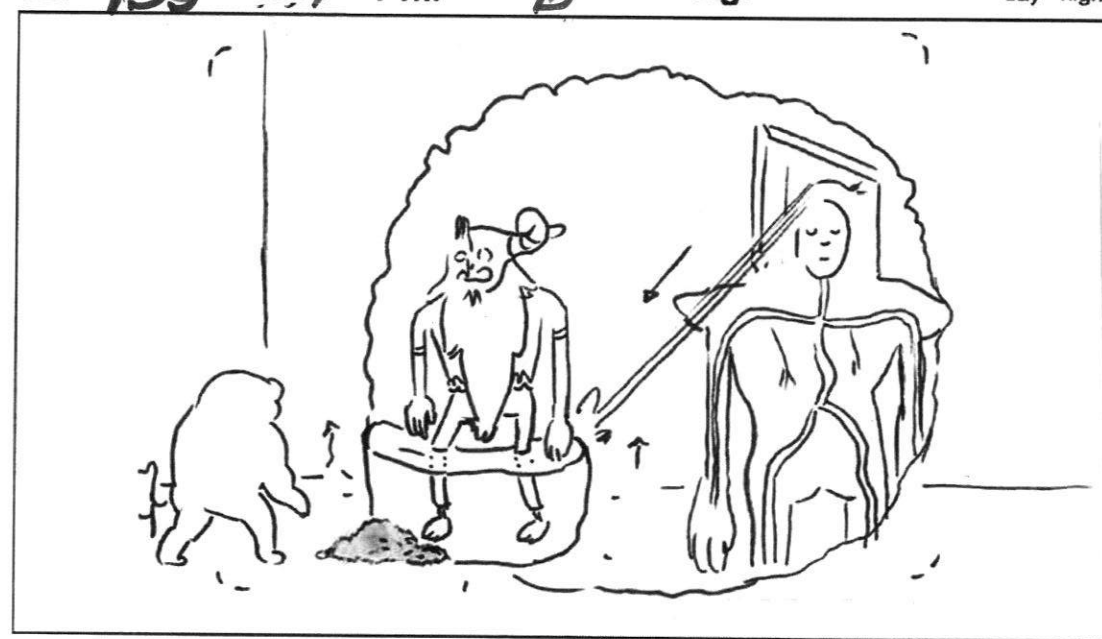
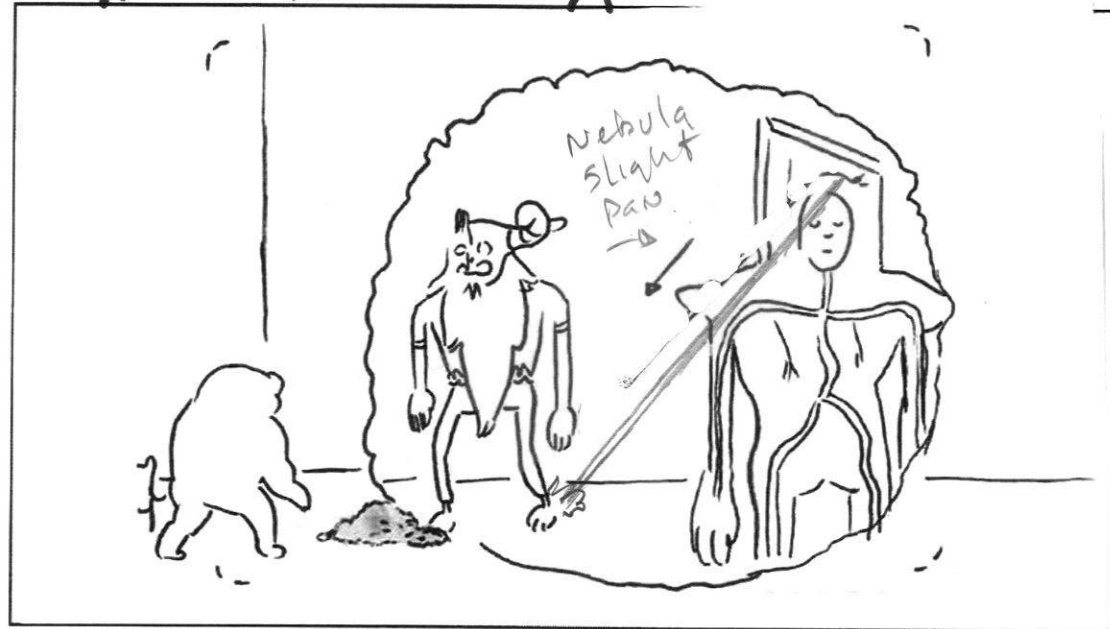
day night

Sc. **155 CONT**

Pnl. **B**

Bg.

Page 192  
NO PG-193  
day night



Dialog:

Action:

Timing:



(crystal starts firming up)

NOV 04 2013

EPISODE #

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Production :

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1025/166

He  
Cut

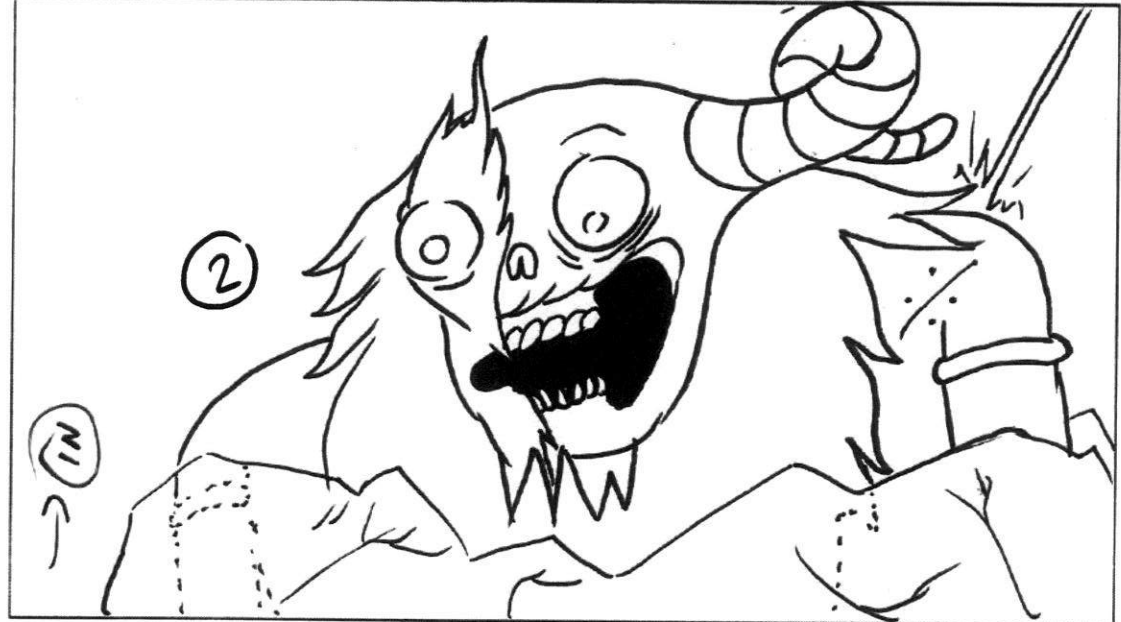
# ADVENTURE TIME



Page 194

He  
Cut

Sc. 156 Pnl. A Bg. day night



Sc. 156 cont Pnl. B Bg. day night



Dialog:	(L) [Laughing ~~~~~ (cut off)
Action:	— crystal travels up the lich's body
Timing:	



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Production :

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1025/166

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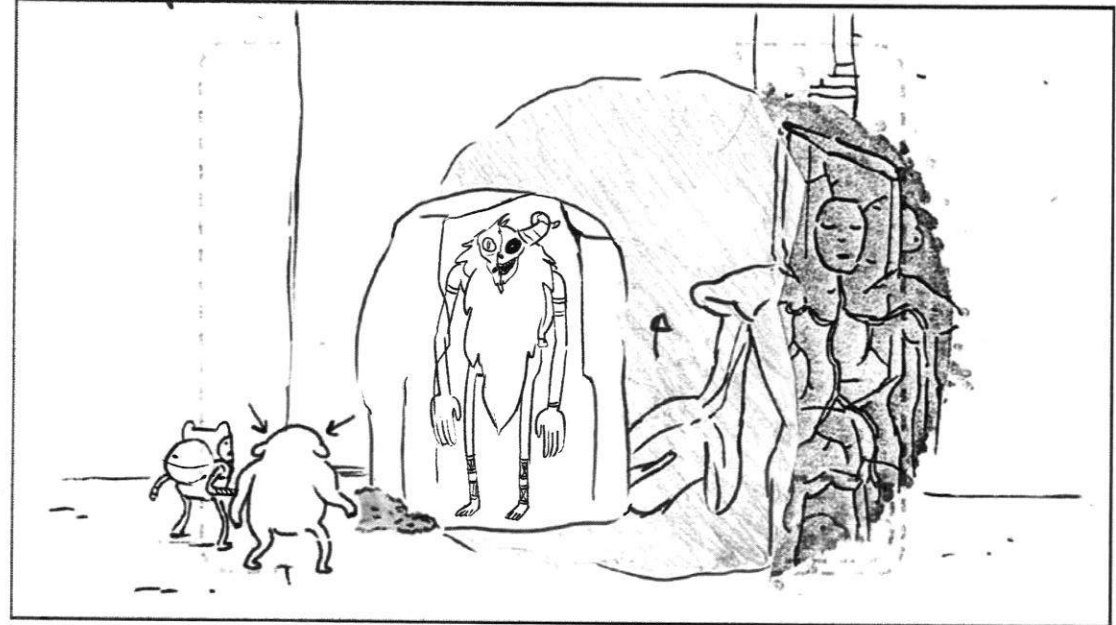


Page 195

Sc. 157 Pnl. A Bg. day night



Sc. 157 CONT Pnl. B Bg. day night



Dialog:	
Action:	(Jake shrinks down) HAND PUSHED AGAINST MEMBRANE
Timing:	

NOV 04 2013

EPISODE #

Production :

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1025/166

1025/166

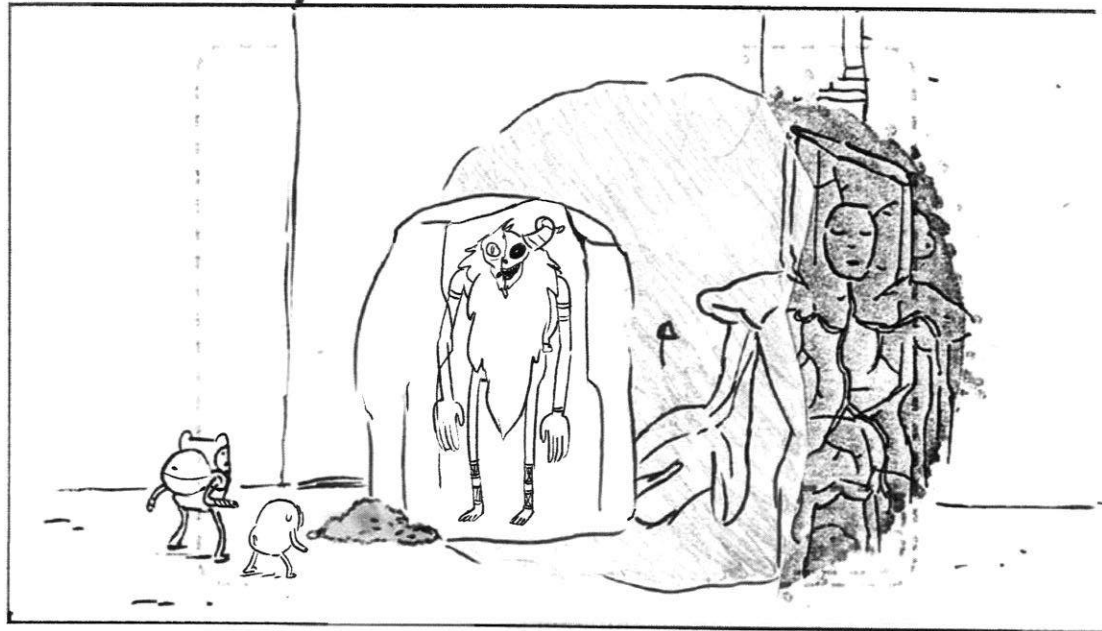
1025/166

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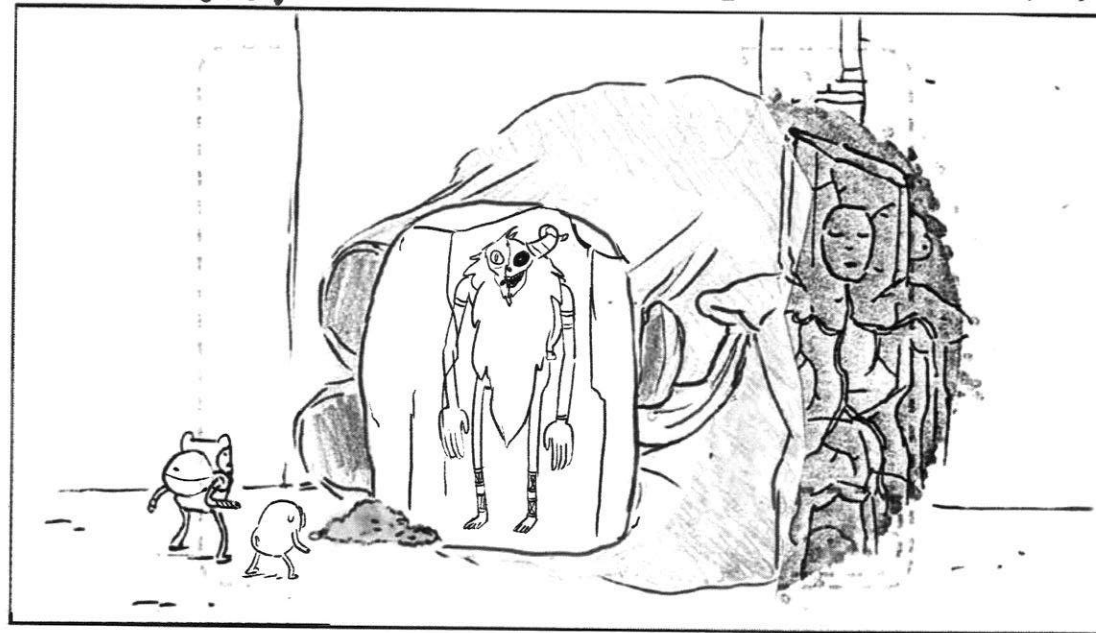
# ADVENTURE TIME



Sc. 157 *CONT* Pnl. C Bg. day night



Sc. 157 *CONT* Pnl. D Bg. day night



Page 196  
*196A NEXT*  
day night

Dialog:

Action:

(membrane breaks)  
1 hand grabs on crystal)

NOV 04 2012

Timing:

EPISODE #

1025-166

1025/166

Production :

# ADVENTURE TIME



*Ho cut*

Page 196A  
**197 NEXT**  
day night

Sc. 157 *CONT*

Pnl. E

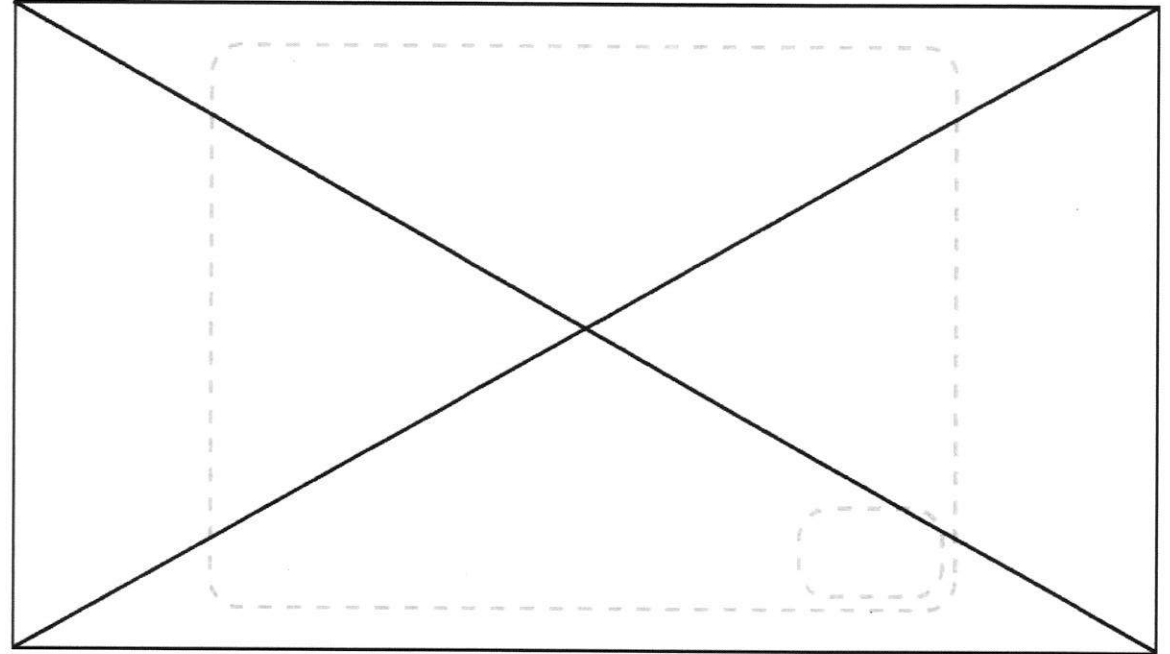
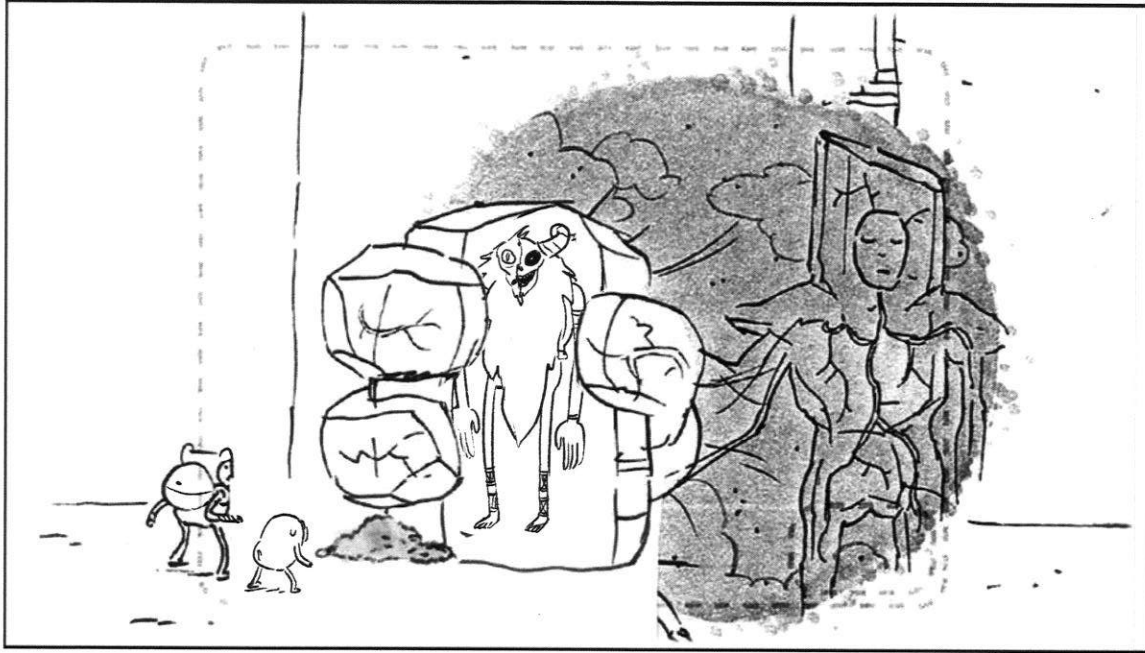
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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1025/166

Production :

1025/166



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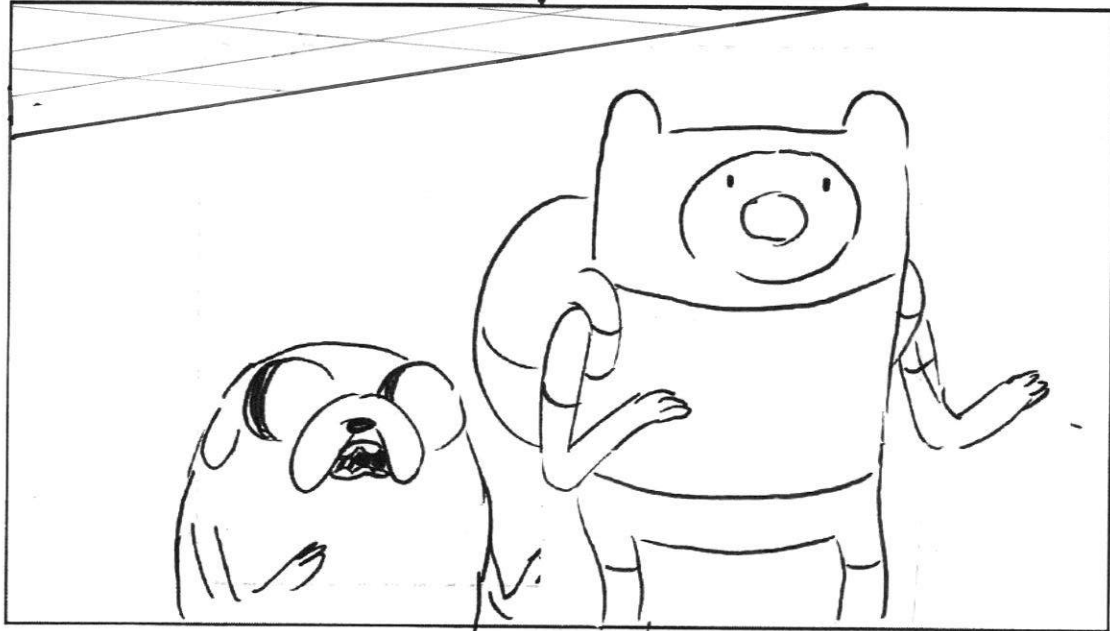
1025/166

158  
cut

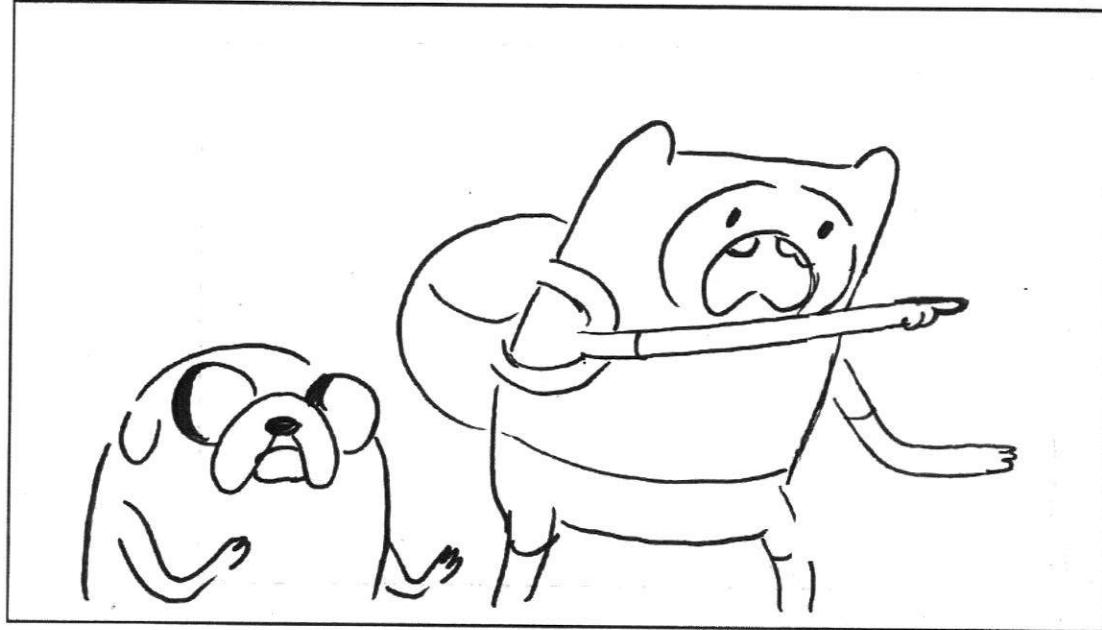
# ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 cut Pnl. B Bg. day night



Dialog:

ⓕ OH DANG

ⓕ I THINK They're going to the citade! !

Action:

NOV 04 2013

Timing:

Production :

EPISODE # 1025-166

1025/166

158  
cut

Page 197

1025/166

HC  
CST

# ADVENTURE TIME



Page 198

Sc.

159

Pnl.

A

Bg.

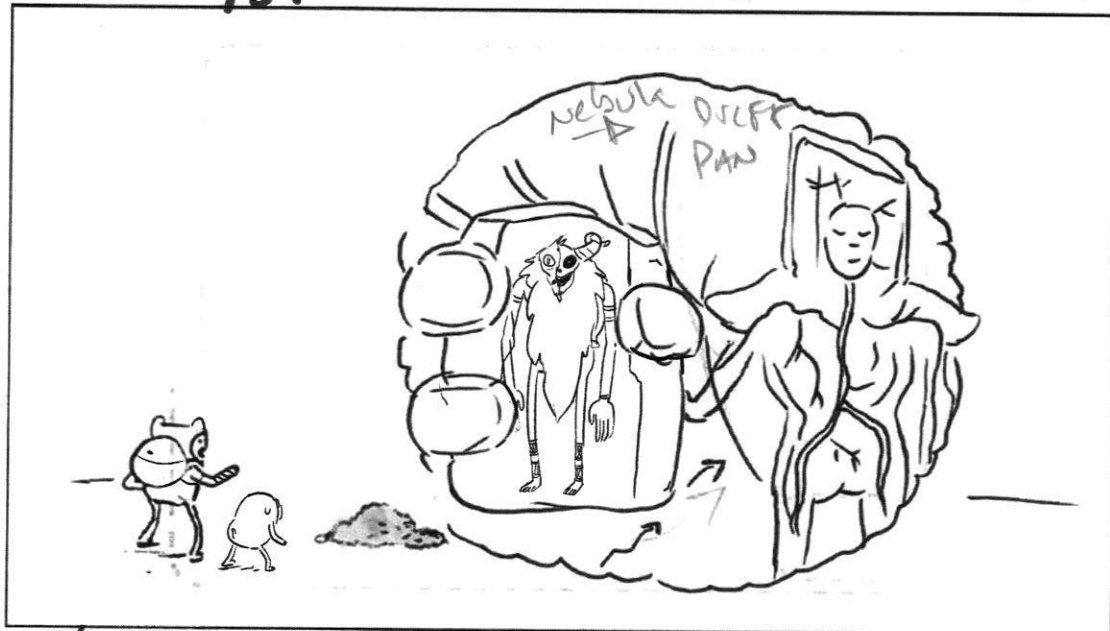
day night

Sc. 159 CONT

Pnl. B

Bg.

day night



Dialog:

F/ I'M COMING-

Action:

- hand pulls back crystal/  
F+J run after.

NOV 04 2013

Timing:

EPISODE #

1025-166

1025/166

Production :

1025/166

1025/166

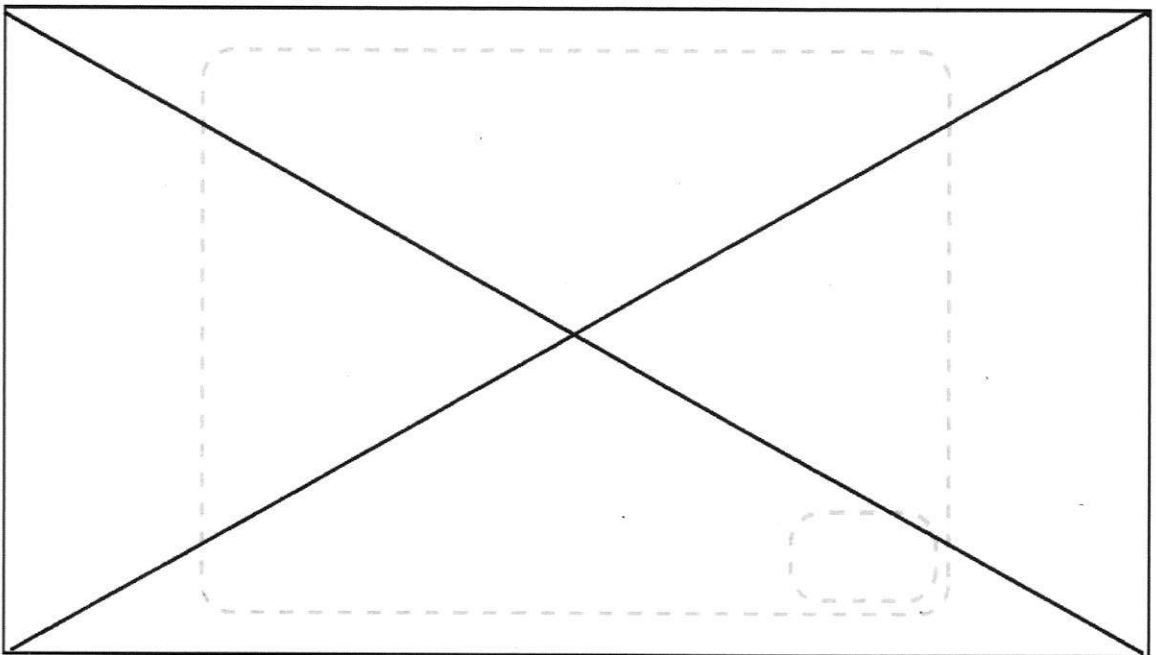
ADVENTURE TIME



Sc. 159 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F/ DADEEEEEEEEE!!!!	← EOP	(END)
Action:	- hand pulls back crystal, F+J run after.	NOV 04 2013	
Timing:			

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Production :

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